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VAN HELSING™

PRIMA'S OFFICIAL STRATEGY GUIDE

MICHAEL SEARLE



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Product Manager: Jill Hinckley

Project Editor: Teli Hernandez

Design: Melissa Francis

Layout: Scott Watanabe

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3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
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MONSTER MASH

For someone who can't recall his past, Van Helsing sure remembers how to slay Transylvanian monsters. As the Vatican's premiere monster hunter, you're sent to the land that holds secrets to your mysterious past—and coincidentally holds the master vampire himself, Dracula. Through a series of 12 quests for the Vatican, you fight through Dracula's minions, uncovering strange and wondrous items along the way, as you stock up on experience and power for the ultimate battle with your vampiric nemesis.



Van Helsing arrives at his first mission in ill humor, perfect for hunting monsters.

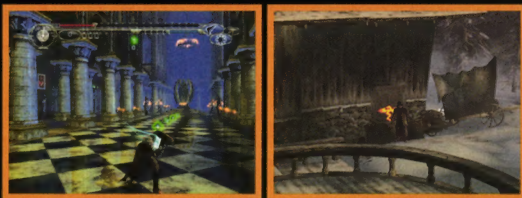
Transylvania Travels



Your first adversary is the mad Dr. Jeckyl and his infamous "other half."

From your first pre-adventure at Notre Dame cathedral in Paris, France, where you battle the man-monstrosity Hyde, you head deeper into Eastern Europe to the hotspot of monster activity—Transylvania. Dracula and his minions have been busy, and as soon as you arrive at the village of Vaseria, you know the going won't be easy—the whole town's overrun with fell spirits.

Searching for the Princess Anna and her links to the Transylvanian mystery, you wander through the village, graveyard, and surrounding wilderness. The farther you progress, the more clues you gain to unravel the mystery. Unfortunately, you're also harassed by gargoyles, shadow warriors, and demons, among other monsters.



Van Helsing visits all sorts of locales such as a church or a train station.

Figure out the link between the three main bosses—The Wolf Man, Frankenstein, and the vampire Dracula—and you learn the true reasons for your journey to this monstrous place. Of course, to do so, you have to become a deadly monster hunter, knowing all your crazy combat maneuvers and the specialties of each weapon. If not, creatures such as the shadow bats, fire wraiths, or living statues will make sure the Vatican priests assign last rites to one more victim.

Lure of the Lore



Whether you're fighting gargoyles or searching for treasure by fire braziers, always be on full alert.

The first seven chapters of this strategy guide outline your moves, equipment, and combat tactics for fighting the evil tide choking Transylvania. From the eighth chapter to the end, a walkthrough of each mission details all the monsters, items, cheat glyphs, and unexpected surprises you'll face.



Hand to hand can prove more harmful to your health than a ranged attack.



"Van Helsing's Moves" details all your moves as Van Helsing. You begin with Air Strike and Grapple Jump, but there are seven more moves to purchase with power glyphs at the Armory after each mission. Is Melee Explosion the best move? Will you want Scimitar Swing before you find your Dual Scimitars? Is Air Hop destined to be picked last? Get all your answers in the next section.

"Armory Items" gives you the breakdown on the Armory's inventory, which includes moves as well as one-shot items such as Life Replenishers, Ammo Replenishers, and Speed Boosts. When you want to beef up Van Helsing's stats, dip into the Armory for the various "increasers" that raise his life, ammo, and finishing move slots permanently.



Dodge attacks to stay alive until you reach the biggest baddie of them all.

In "Weapons," you'll learn about all your weapons, including the alternate forms of each one, and how effective they are against each monster. "Cheat Glyphs" showcases the cheat glyphs in the game. Most of the cheat glyphs are just for fun (Ghost Body, for example, turns Van Helsing into a shadow of his former self). However, some cheat glyphs, such as Big Melee and Unlimited Speed, can make a huge impact on game play.

"Monsters" shows all *Van Helsing's* monsters and the secrets that make them tick. How much more damage will a dire owl take from a Gas-powered Crossbow? Can Frankenstein really throw 10 different attacks at you? Does the living statue have more life than you?

Finally, "Monster Hunting" wraps it all up, from the basics of dodging an attack to advanced tactics such as reloading your alternate ammunition with the Lightning Gun. We've provided a blueprint for how to slay monsters and bosses. From the basics of dodging an attack to advanced tactics such as reloading your alternate ammunition with the Lightning Gun, we've provided a blueprint for how to slay monsters and bosses.

Goodbye Twilight



The shadows aren't just the monsters' friend. Finish off the fiends before they know what hit them.

It's time to banish the cloud hanging over Transylvania and return some light to the dark land. You start out beating on the lowly creatures of the night, but given some time and resources, Dracula will soon be yours. Just don't stop for a bite of lunch along the way, 'cause you never know who you'll run into in this neck of the woods.



VAN HELSING'S MOVES



To keep your face scar-free, learn to dodge.

You're not a football player who tackles monsters into submission. If you were to go the bare hands and muscle route, the first evil undead would bury you in its old grave. You've got to rely on certain near-superhuman moves that keep the monsters off your back and collecting broken parts for nights to come.

The Breakdown



Special moves help you get out of tight situations.

Besides your standard jump and dodge moves, you begin with two special moves that don't have to be purchased in the Armory. Grapple Jump propels you forward to nearly the point of where your fired grappling hook landed. The advantage is that you're airborne and can leap over obstacles and hungry monsters. Where the regular grapple slide can inadvertently tangle you amid a mess of monsters, the Grapple Jump move avoids the traffic and sets you up to attack from a better vantage point.



Leap long distances with the Grapple Jump move.

Your second beginning move, Air Strike, gives you an added facet in close combat. Instead of the standard forward swings, Air Strike enables you to uppercut an opponent straight up in the air. Once a monster's in the air, you can take advantage of it in all sorts of ways. Just master the combo moves that follow in this chapter (or the ones discussed in the monster hunting section) and the Air Strike serves as a nice set-up to grander maneuvers.

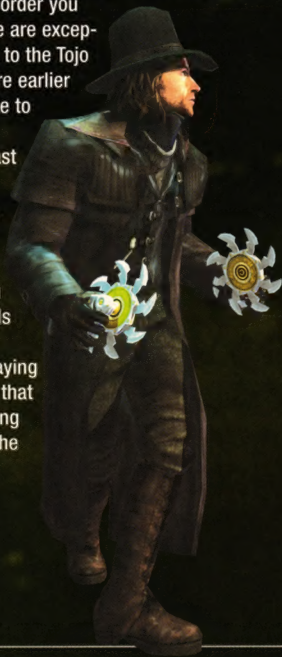


Uppercut enemies into the clouds with Air Strike.

At the end of each mission, you can head to the Armory to purchase your special moves. Some are better than others, depending on its cost and its ability to help you in combat situations. A move such as Grapple Strike serves many different functions, while the Scimitar Swing maneuver is formidable but can be applied only late in the game after you obtain the Dual Scimitars.

Beginning with the best bargain, Grapple Strike, and ending with the worst, Air Hop, the moves on the following pages are shown in the recommended order you should purchase them. There are exceptions, though. If you go back to the Tojo Blades often, pick up Tojo Fire earlier than Ground Strike. If you like to battle enemies in the air constantly, don't wait until last to buy Air Hop.

Just plan your purchases wisely. You can gather only so many power glyphs throughout the game, so you can't buy some of these skills until the later missions, or maybe not until a second playing of the game. Buy the moves that most complement your playing style first, and worry about the extra touches later.



The Moves

#1 Grapple Strike



COST: 500

ATTACK FORMS: Tojo Blades: 8 damage
Alternate Tojo: 15 damage
Dual Scimitars: 6 damage
Alternate Dual
Scimitars: 12 damage

DESCRIPTION

Talk about a winning combination: Grapple Strike costs the least of all combat maneuvers and offers the most combat combinations with other moves. Aim at an enemy, fire out your grappling hook, and drag the beast back for some close-combat pounding. Use Grapple Strike to get some cheap shots on monsters or pull them in from off screen.

COMBAT TRICKS

When you pull a monster close with the Grapple Strike, your default attack is a straight shot to the kisser with either Tojo Blades or Dual Scimitars. These simple moves deal decent damage and set up minor combo flourishes, so practice hammering on the monsters until you find something basic you can perform without thinking. This is your fallback whenever time is short.

Otherwise, Grapple Strike offers several more complex combinations. Try reeling a monster in and immediately following up with a Projectile Strike (a ranged attack in the midst of your melee attacks). You can pump up your damage this way and continue your combo string longer. The same applies to Air Strike and Ground Strike. When a monster is at your mercy, continue the pressure to deal a series of damaging blows.

When you want to get fancy, try the Grapple Strike Air move. While drawing in an opponent, hold back on the left thumbstick. This catapults the helpless monster into the air where you can perform all sorts of nasty tricks. To continue the merciless pounding, combo with the Grapple Strike Air Follow move by holding the grapple button while also holding back on the left thumbstick. You continue to melee up in the air, punishing the creature before it fully recovers.

Back on terra firma, perform a Grapple Strike Ground move when you sense an opening on an incoming creature. While drawing in an opponent, press forward on the left thumbstick and drive it into the ground. Your combos will have the fiends grappling with disaster every time.

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#2 Dodge-Fire



COST: 1,500

ATTACK FORMS: Pistols (Back): 1 damage
Pistols (Side): 1 damage
Alternate Pistols (Back): 3 damage
Alternate Pistols (Side): 3 damage
Shotgun (Back): 2 damage
Shotgun (Side): 2 damage
Alternate Shotgun (Back): 4 damage
Alternate Shotgun (Side): 4 damage
Gas-Powered Crossbow (Back): 3 damage
Gas-Powered Crossbow (Side): 3 damage
Alternate Gas-Powered Crossbow (Back): 10 damage
Alternate Gas-Powered Crossbow (Side): 10 damage

DESCRIPTION

While rolling backward or sideways to avoid attacks during a dodge maneuver, Dodge-Fire automatically fires at the enemy a certain percentage of the time. It costs 1,500 power glyphs, which is steep for its occasional damage, but you can't beat free damage against tougher opponents such as the bosses.

COMBAT TRICKS

Dodge-Fire doesn't require any additional work on your part. The same button combination for your dodge works here, so you tack on extra Dodge-Fire damage while defending. When you're up against fearsome opponents such as The Wolf Man and Dracula, three extra damage from a sideways Alternate Pistols dodge or 10 from a backward Alternate Gas-Powered Crossbow dodge adds up to a victory in a close battle.

#3 Ground Strike



COST: 1,500

ATTACK FORMS: Tojo Blades: 10 damage
Alternate Tojo Blades: 18 damage
Dual Scimitars: 10 damage
Alternate Dual Scimitars: 17 damage

DESCRIPTION

This special maneuver pummels enemies into the ground. Occasionally, Ground Strike pops a monster up into the air, which is great for continuing to whack an enemy while it's helpless.

COMBAT TRICKS

In close combat, call on this move over and over. It's quick and can knock opponents back, giving you room to pull off combos and avoid less damage. Instead of going wild with your Tojo Blades or Dual Scimitars, the Ground Strike maneuver provides steady crowd control. When you attempt consecutive combinations, Ground Strike sets you up much as Grapple Strike does. If you can pop enemies into the air, you can navigate under them for all sorts of follow ups, including Air Strike and your normal jump attack. At worst, you can roll with just Ground Strike; if you can stun the target with the first Ground Strike, you may counterattack multiple times before the monster can screw its head back on straight.



#4 Melee Explosion



Cost: 2,000

Attack Forms: Alternate Tojo: 10 damage
Alternate Dual
Scimitars: 10 damage

DESCRIPTION

This move is used only with Alternate Tojo Blades or Alternate Dual Scimitars. A ring of ice or fire explodes from the last hit of your close-combat combo and deals extra damage. You must launch a full combo, though, for it to be effective.

COMBAT TRICKS

Unlike Tojo Fire and Scimitar Swing, which are tied to a particular weapon, Melee Explosion works on all your close-combat attacks. It's an extra 10 damage tacked on to a successful combo, which can add up in a hurry. Later in the game when the monsters start to get serious, melee attacks bail you out of swarm situations. Melee Explosion makes that sort of maneuver more effective by clearing a larger area for you to dance around in, or maybe killing off an extra monster or two. No one wants to fall short of a big battle by a couple of life points and, as Dodge-Fire does with ranged weapons, Melee Explosion gives you that extra kick for good measure.

#5 Tojo Fire



Cost: 2,000

Attack Forms: Tojo Blades: 10 damage
Alternate Tojo: 18 damage

DESCRIPTION

As if you didn't have enough ranged weapons at your disposal, Tojo Fire lets you hold your Tojo attack to fling the blades at your opponents. The final hit of a Tojo Fire attack always causes a knockback reaction. This move falls farther down on the list because, though it's cool looking, most of the time you'd prefer a real ranged attack rather than flinging your Tojo Blades.

COMBAT TRICKS

During fierce combat, it can be difficult to switch from a melee weapon to a ranged one. While attempting to switch from your Dual Scimitars to Alternate Shotgun, you may take some hits in that crucial second when you glance away. Sometimes, you click on the wrong weapon by accident and start firing with a weaker weapon against the monsters. Tojo Fire eliminates that hassle. By holding the attack button, you fling your blades across any open space and strike your opponents at range. On the plus side are the ease of attack, big damage if you score multiple hits, and the ability to cause knockback. The downside is that it has a long windup and it's still a Tojo Blade and won't penetrate monster defense as well as most other ranged weapons. Unless you know you have the monsters' numbers and want to give the blades an extra workout, you can find quicker methods of monster execution through your other toys.

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#6 Scimitar Swing



Cost: 1,000

Attack Forms: Dual Scimitars: 10 damage
Alternate Dual
Scimitars: 17 damage

DESCRIPTION

This cheap move causes good damage, but it's number six on the list for a reason. First, you need to have Dual Scimitars to use the move, and they come later in the missions. Second, you need to combo the Scimitar Swing move with the Ground Strike move, which isn't easy. Master this combo, though, and you inflict serious harm on the enemy's side.

COMBAT TRICKS

Dual Scimitars are generally an upgrade to Tojo Blades. They offer a little more damage in most categories, and more importantly, a longer reach in combat to keep those pesky critters off your back. Scimitar Swing plays into this strategy because it clears huge chunks of creatures out of the way, or makes them into chunks. Use this maneuver when surrounded; if successful, it frees you almost immediately. Against the game's toughest common monster, the living statue, Scimitar Swing can battle them back and even knock them to their knees. If it does this to bigger monsters, imagine what it does to the little guys who were afraid of your Pistols the first time around.

#7 Air Hop



Cost: 1,000

Attack Forms: None; Supplemental Maneuver

DESCRIPTION

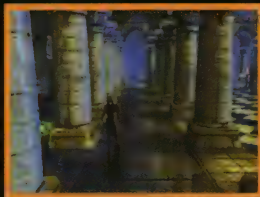
After holding the Air Strike attack button to rise into the air, press a direction and tap your jump to leap farther up into thin air. Because it's not an attack, but more of a show-off move, Air Hop should be purchased last.

COMBAT TRICKS

You can dance around with Air Hop and look like a god, but it doesn't help you in combat unless you really work it. Air Hop allows you to stay airborne longer, which gives you a bird's eye perspective of the battleground that you can use to your advantage. While you descend, bring out your ranged weaponry and fire down at your enemies. More height from Air Hop means more chances to fire from the relative safety of thin air (just watch out for those soaring bats and gargoyles). With the Shotgun you can get off a single shot, though Air Hop can add to your Pistols' and Gas-Powered Crossbow's firing time while falling. For the lowest priority, it's still not a bad maneuver, so when you save up, spend your hard-earned power glyphs on Air Hop before you start stockpiling loads of Life and Ammo Replenishers.



ARMORY ITEMS



Search everywhere for power glyphs, including breakable structures such as statues.

You only have 12 opportunities to purchase supplies. After each successful mission, you earn a trip to the Armory, a store selling all the various items and moves. Have fun spending your glyphs!



Cheat glyphs do entertaining things to the game, while Ammo Replenishers fill your secondary ammo supply.

During the game, you have a chance to collect life, cheat, and power glyphs. Life glyphs give you a boost in life points, while cheat glyphs unlock a special effect in your inventory that changes a game property in a funny or game-breaking way. Power glyphs, however, are the most important, as they equate to cash. To gain moves and buy items, you need lots of power glyphs.

The Breakdown



The Armory sells items and moves.

Don't waste your glyphs at the Armory. Depending on your current needs, you might decide to splurge on a particular item, such as a Life Increaser to permanently gain life points or a Speed Boost to help in an upcoming fight against a boss. If you don't have any immediate needs, consider saving up to buy the more expensive items later.



Most of your power glyphs come from killing monsters.

The following pages list the best-bargain items in order. Life Increasers rank at the top because they help keep you alive longer throughout all the game's challenges, while Ammo Replenishers rank low because you can replenish ammo without an item fairly quickly. However, that doesn't mean the rankings are set in stone. If you're heading into a fight with a tough boss such as Dracula and want to stock up on Ammo Replenishers to use your Alternate Pistols that much quicker, it's a smart move that might keep you from buying another Life Increaser till the next mission.

Plan ahead when buying your items. Don't spend all your power glyphs on Life Replenishers thinking that you'll gather the same amount next mission. Depending on the length of each mission, you can gather several hundred power glyphs to several thousand; it's not always the same amount. When in doubt, buy the permanent items, the "increasers," first because you can never lose them.

Armory Wares

Item	Original Price (in power glyphs)
Air Hop	1,000
Ammo Increaser	1,000
Ammo Replenisher	500
Dodge-Fire	1,500
Finisher Slot	2,500
Grapple Strike	500
Ground Strike	1,500
Life Increaser	1,000
Life Replenisher	500
Metec Explosion	2,000
Scimitar Swing	1,000
Speed Boost	800
Tojo Fire	2,000

The Items

#1 Life Increaser

This is the best bargain because it makes you stronger across the board. Think about it: By permanently boosting your life total, all your abilities and weapons become that much better. You

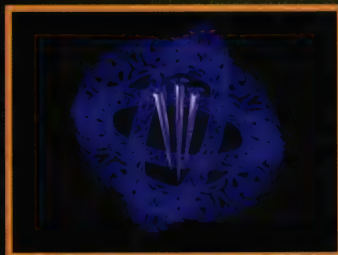
fire your Gas-powered Corssbow a couple dozen more times or empty an entire clip from your Alternate Pistols with those extra life jumps. While you're still alive, a few more Dodge-Fires might go off or a key Melee Explosion might cripple the enemy. Without extra life, your first mission wouldn't stand a chance against the 12th-level monsters.

You begin the game with 50 life points, and your bar tops out at a 200 maximum. During your missions, you can recover 20 Life Increaser glyphs. You need two to complete a boost, which gives you 10 extra life (100 life in total). The Armory contains five Life Increasers. Each one of those gives you 10 life apiece (50 life total).

You have to make a judgment call over whether to spend power glyphs on Life Increasers or Van Helsing's combat moves early in the game. You have limited resources and can't get everything. The best course is usually to split the funds—half to Life Increasers and half to the better combat moves.

#2 Ammo Increaser

The same reasoning applies to Ammo Increasers, though it's less critical that you have high ammo early in the game. While extra life makes you better all around, extra ammo helps you against monsters that are vulnerable to your alternate attack forms. For the first half of the game, you can get by with normal weapons. Once you hit the more difficult missions, pack alternate weapons whenever you can. You'll live longer when you can shoot off a steady stream of powerful damage.



At the start of the game, you have 50 ammo points. The ammo bar maxes out at 100 points. Unlike Life Replenishers, which are spread out on almost every mission, you can buy the Ammo Increasers only at the Armory. Five are available, and each gives a 10-point boost.

Concentrate on Life Increasers and Van Helsing's special moves before purchasing Ammo Increasers. You want a well-rounded character before you stock up on extra ammo for your bigger attacks. By Mission 5, think about adding Ammo Increasers, because that's the first time you fight Dracula. By Mission 9, you need a few to handle the better incarnations of the bosses.

#3 Life Replenisher

After your heavy hitters, the best of the "common" items has to be the Life Replenisher. Having a bad combat against 100 dwergi? Drink your Life Replenisher and a sure loss turns into sudden victory. Is a wisp about to explode and kill you? Pause the game, call up your inventory, and down a Life Replenisher. Instantly you're at full life and ready to rock and roll some more.

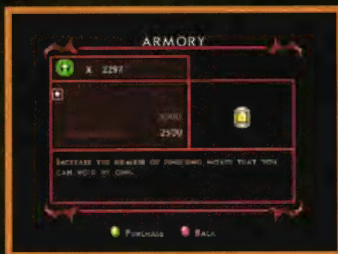


Of course, you want to save them for your boss fights. Most bosses are more than double your life total and some can be five, six, or seven times your full strength! To even the odds a bit, bring along some Life Replenishers. Wait until your life total drops low, then pop right back up. Theoretically, with three Life Replenishers and a maxed out life total, you could fight with close to 800 life points!

Toward the end of the game when you have little left to buy, stock up on Life Replenishers whenever you can. You can hold only three Life Replenishers in your inventory, so use them before they go to waste.

#4 Finishing Move Increaser

There is no doubt that a finishing move is awesome. Against common monsters, it's an instant kill. Save your finishing moves for when you're overrun by the enemy and you can quickly eliminate one flank and dodge out of the way. Even against bosses, a finishing move hurts them for 50 life, which isn't too bad considering it takes a split second to execute.

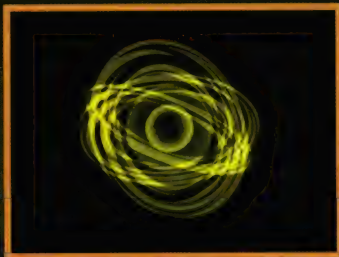


So why is it so low on the list? Well, you start with three finishing move slots and max out at five. If you're good, you can blow through three finishing move slots and replenish them in the same combat (just rack up that hit counter). So it's not as essential as other things. Also, if you play the game on hard mode, you get only three finishing move slots, so upgrades are useless.

If you like to annihilate your kills without much effort, buy a finishing move slot earlier. It could even fall farther down the list if you want to focus on boss killing, which the finishing move is not ideally suited for.

#5 Speed Boost

This is a boss specialty item. Speed Boost helps you dodge like a manic mongoose, and that proves invaluable against the tougher bosses. Don't bother with common monsters; Speed Boosts are too valuable to fool around with on bats and wisps. Instead, break one out against a boss so you can dodge those devastating attacks and circle around for a continuous stream of counterattacks.



Of course, Speed Boosts only make life easier for you. If you're good, you can dodge the attacks anyway, it just might take longer to complete the battle. When push comes to shove and you have to eke out your power glyphs, you probably can find something more useful than a Speed Boost.

However, only five Speed Boosts are available on the missions, so you might value them higher if you don't stumble upon them and want to have at least one in your inventory as back-up. Against the powerful bosses, hold at least one Life Replenisher and one Speed Boost. You might want to slaughter a dozen more werewolves and buy a Speed Boost so you can give your thumb a rest against the next heavy threat.

#6 Ammo Replenisher

This move in the basement for a big reason. You already can replenish your ammo without an Ammo Replenisher. Whenever you want to rebuild your alternate ammo supply, it's easy to fire ranged weapons



at a horde in the distance and recover all that you've lost. The Lightning Gun works best for this, recovering four ammo points a hit. No slouches, your Tojo Blades and Dual Scimitars bring back three ammo points per hit, and even your Pistols recover two per hit. With all your weapons doing this naturally, there's no need to do this in one huge swoop unless it's an emergency.

Never waste power glyphs on Ammo Replenishers. You pick up eight of them throughout the missions, and you only want to use them against the elite bosses, so the ones you do round up should be enough. If you're loaded with power glyphs and have nothing better to spend it on, go ahead and spend extravagantly. When you break it out at just the right moment on Dracula, feel free to say "Told you so."

WEAPONS



Van Helsing can wade through a host of villains if you pull out the best weapon.

Where would Van Helsing be without a bullet and a blade? If you said "deader than the undead," you'd be right. To complete all 12 missions, you must fight through mobs of foul creatures, and you can't do that with your bare hands. As a monster hunter, you need to know the strengths and weaknesses of all your weaponry. Without a proper education, you might fire your Gas-powered Corssbow at a gargoyle or swing your Tojo Blade at an ice wraith—not such a good idea if you want to report back to the Vatican again.



Tojo Blade or Shotgun? The answer isn't always obvious.

The Breakdown

When you're checking out all the weaponry in the following pages, you need to know a few things. Rate of fire is how fast you can click off attacks with that weapon type, while damage is how much life the creature loses per hit or projectile. The Shotgun, for example, fires multiple pellets with a single discharge and can score multiple wounds. When you see knockback distance, if you hit a creature within that distance in meters, you cause a knockback reaction. This reaction is a creature-specific animation sequence that continues uninterrupted for a short interval, giving you a temporary combat breather. Finally, the alternate ammo stat shows you how much blue energy/bullets you regain with an attack (indicated by a plus) or drain from your limited alternate supply (indicated by a minus).



Smack a monster within a proper distance and you cause a "knockback reaction."

Glance through your weapon stats before you encounter a new monster type for the first time. Quickly identify the best item to use against that particular foe, and how to abuse the creature's weakness. The difference between a beginner and a master is experience. "Crack the books" and soon you'll be cracking skeleton bones.



Want extra damage? Try a Gas-powered Corssbow on a banshee.

The Arsenal

Pistols



GRATUITOUS GUNSLINGER

No matter how many weapons you acquire, the Pistols are always your default weapon (especially their enchanted alternate mode). Until you gain the Shotgun and Gas-powered Corssbow, you rely on Pistols to get you out of jams with creature hordes. Surprisingly for a base weapon, they stack up quality damage and fire faster than any other weapon in the game. You may not feel like a cowboy fighting fell spirits and blasting bats, but the only way to guarantee you'll see the next sunset is to draw your guns faster than the monsters' swiping claws.

Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Pistols	6 shots	3	—	+2
Air Fire	6 shots	3	—	+2
Dodge Fire (Back)	6 shots	1	—	+2
Dodge Fire (Side)	6 shots	1	—	+2
Projectile Strike	—	2	Automatic	+2

SPECIAL NOTES: Tap the fire button instead of holding it down to shoot your Pistols twice as fast—12 shots per second if your finger is fast enough.

Alternate Pistols

LET THE SILVER BULLETS FLY

Your enchanted twin Pistols are the best deal in the game. Against the big bosses, there is usually no better weapon, with some foes (including Dracula) taking more than double damage per magical bullet. It's almost automatic to switch to this attack mode against tougher enemies, so be careful when you fight the first version of Frankenstein and meaner creatures such as the living statues and shadow bats.

Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Alternate Pistols	6 shots	6	2 meters	-4
Alternate Air Fire	6 shots	6	2 meters	-4
Alternate Dodge Fire (Back)	6 shots	3	2 meters	-4
Alternate Dodge Fire (Side)	6 shots	3	2 meters	-4

SPECIAL NOTES: Tap the fire button instead of holding it down to shoot your Alternate Pistols twice as fast—12 shots per second if your finger is fast enough.

BEST TARGETS

- Hyde

WORST TARGETS

- Dracula (Mission 12)
- Frankenstein (Mission 1)
- Living Statue
- Shadow Bat
- Shadow Warrior



BEST TARGETS

- Aleera (Mission 1)
- Aleera (Mission 2)
- Dracula (Mission 5)
- Dracula (Mission 7)
- Dracula (Mission 12)
- Marishka (Mission 2)
- Marishka (Demon, Mission 2)
- The Wolf Man (Mission 4)
- The Wolf Man (Mission 7)
- The Wolf Man (Mission 9)
- Verona (Mission 2)
- Verona (Mission 9)
- Werewolf

WORST TARGETS

- Frankenstein (Mission 1)
- Living Statue
- Shadow Bat
- Shadow Warrior



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Tojo Blades

CUT TO THE CHASE

Tojo Blades cut through the enemy when they're close. You may draw your ranged weapons more often; however, until you pick up the Dual Scimitars, the Tojo Blades always are there for melee combat. They are ideal against other close-combat specialists such as shadow warriors, and they rip through creatures such as the banshee, given time. Even though the ice wisp is vulnerable to the Tojo Blades, it's not a good idea to cut into it—an explosion a few inches from your face is never a good thing.

BEST TARGETS

- Banshee
- Ice Wisp
- Igor (Mission 3)
- Living Statue
- Shadow Warrior

WORST TARGETS

- Igor (Mission 10)
- Lightning Wisp

Alternate Tojo Blades

EDGE OF SANITY

You start your adventure with razor-edged Tojo Blades that can be enchanted upon your command. Against brutal foes such as Dracula and The Wolf Man, you don't want to get near enough to use the Alternate Tojo Blades, and they wouldn't do that much good anyway. Stick to targets such as the fire creatures (vulnerable to the enchantment on the blade) and the last incarnation of Aleera, whom you might be able to cut up when she dive bombs you.

BEST TARGETS

- Aleera (Mission 11)
- Banshee
- Fire Wisp
- Fire Wraith
- Igor (Mission 3)

WORST TARGETS

- Dracula (Mission 5)
- Dracula (Mission 12)
- Ice Wisp
- Ice Wraith

Statistics



Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Tojo	—	8	—	+3
Triple Combo	—	10	Automatic	+1.5
Tojo Air	—	8	—	+3
Tojo Air Land	—	10	Automatic	+3
Tojo Air Strike	—	8	—	+1.5
Tojo Air Strike Follow-up	—	8	—	+3
Tojo Grapple Strike	—	8	—	+3
Tojo Ground Strike	—	10	—	+3
Tojo Fire	—	10	Automatic	+3

SPECIAL NOTES: The Tojo Fire attack spins into your opponent and causes multiple hits. The final strike on a Tojo Fire attack always induces a knockback reaction.

Statistics



Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Alternate Tojo	—	16	—	-5
Triple Combo	—	18	Automatic	-5
Alternate Tojo Air	—	15	—	-5
Alternate Tojo Air Land	—	18	Automatic	-5
Alternate Tojo Air Strike	—	15	—	-5
Alternate Tojo Air Strike Follow-up	—	15	—	-5
Alternate Tojo Grapple Strike	—	15	—	-5
Alternate Tojo Ground Strike	—	18	—	-5
Melee Explosion	—	10	—	0
Alternate Tojo Fire	—	18	Automatic	-5

SPECIAL NOTES: The Alternate Tojo Fire attack spins into your opponent and causes multiple hits. The final strike on an Alternate Tojo Fire attack always induces a knockback reaction.

Shotgun

PUMP YOU UP

On the first mission, after punching and kicking through hundreds of fell spirits, you'll be thankful to finally retrieve the Shotgun. At close range, the Shotgun can shred opponents who aren't immune to it, and its knockback repels monsters that swarm around you. It's tailor-made for the weaker undead such as the blue and orange fell spirits, though it has trouble against creatures such as the banshee or shadow warrior. In a pinch, break it out as a stalling option and blast monsters back until you can ready a better weapon or prepare a quick escape route.



Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Shotgun	1 shot	3	3 meters	+1
Shotgun Air	1 shot	2	3 meters	+1
Shotgun Dodge Fire (Back)	1 shot	2	3 meters	+1
Shotgun Dodge Fire (Side)	1 shot	2	3 meters	+1
Shotgun Projectile Strike	—	2	Automatic	+1

SPECIAL NOTES: The Shotgun releases eight projectiles with each shot. Though the projectiles head out in random directions within your arc of fire, each one deals separate damage, so it can really add up.

Alternate Shotgun

BLESSED BUCKSHOT

While the regular variety Shotgun wears out fast against stronger opponents, the Alternate Shotgun keeps on giving. It does more than double damage against monsters, especially those vulnerable to it, such as the orange fell spirits, ice creatures, and Frankenstein from Mission 6. Don't pump it against fire and shadow creatures, the ethereal banshee, or Aleera (from Mission 11), and watch out that it doesn't eat up all your alternate ammo with its greedy 10 units per shot. It's the best weapon against the living statue, maybe the game's toughest common monster.

BEST TARGETS

- Blue Fell Spirit
- Frankenstein (Mission 6)
- Ice Wisp
- Ice Wraith
- Living Statue
- Orange Fell Spirit

WORST TARGETS

- Aleera (Mission 11)
- Banshee
- Fire Wisp
- Fire Wraith
- Shadow Bat
- Shadow Warrior

Gas-powered Crossbow

LIGHTNING-FAST BOLTS

When you think speed, think the Gas-powered Crossbow. It pounds out bolts in rapid succession that can vanquish scores of enemies without you having to worry about splatter on your trench coat. Flying creatures such as the banshee, dire owl, and vampire bat make perfect targets. Don't forget to put the bolts away when you run up against gargoyles or living statues, or your bolts may rebound at you. Against mounds of monsters, break out the Gas-powered Crossbow first, unless the weapon those particular creatures are vulnerable to is at your fingertips.

BEST TARGETS

- Blue Fell Spirit
- Orange Fell Spirit

WORST TARGETS

- Banshee
- Dracula (Mission 12)
- Living Statue
- Shadow Bat
- Shadow Warrior



Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Alternate Shotgun	2 shots	7	3 meters	-10
Alternate Shotgun Air	2 shots	5	3 meters	-10
Alternate Shotgun Dodge Fire (Back)	2 shots	4	3 meters	-10
Alternate Shotgun Dodge Fire (Side)	2 shots	4	3 meters	-10

SPECIAL NOTES: The Alternate Shotgun releases eight projectiles with each shot. Though the projectiles head out in random directions within your arc of fire, each one deals separate damage, so it can really add up.



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Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Gas-powered Crossbow	4 shots	6	—	+1.5
Gas-powered Crossbow Air	4 shots	6	—	+1.5
Gas-powered Crossbow Dodge Fire (Back)	4 shots	3	—	+1.5
Gas-powered Crossbow Dodge Fire (Side)	4 shots	3	—	+1.5
Gas-powered Crossbow Projectile Strike	4 shots	2	Automatic	+1.5

BEST TARGETS

- Banshee
- Dire Owl
- Greater Pygmy Bat
- Vampire Bat

WORST TARGETS

- Dracula (Mission 12)
- Gargoyle
- Greater Gargoyle
- Living Statue
- Shadow Bat
- Shadow Warrior

SPECIAL NOTES: The Gas-powered Crossbow is very fast, accurate, and deadly. Against an opponent 10 paces or farther from you, the Gas-powered Crossbow can launch enough projectiles to kill before close combat becomes an issue.

Alternate Gas-powered Crossbow

THE GREAT ASSAULT

Imagine a bullet through an apple and now you know what the monsters feel like when they get hit by an Alternate Gas-powered Crossbow bolt. With incredible damage, rapid-fire action, and instant knockback, your enchanted Gas-powered Crossbow offers a lot to like. Only one boss in the game, Aleera from Mission 11, scoffs at the Alternate Gas-powered Crossbow, and the shadow creatures plus the fire wisp take less damage per hit. Other than that, you can clean up on other adversaries, really putting a hurt on lightning wisps, living statues, and Frankenstein (Mission 6). Where the regular Gas-powered Crossbow doesn't work against gargoyles, the enchanted version does just fine.

BEST TARGETS

- Dire Owl
- Frankenstein (Mission 6)
- Gargoyle
- Greater Gargoyle
- Ice Wisp
- Lightning Wisp
- Living Statue

WORST TARGETS

- Aleera (Mission 11)
- Fire Wisp
- Shadow Bat
- Shadow Warrior

Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Alternate Gas-powered Crossbow	4 shots	20	Automatic	-10
Alternate Gas-powered Crossbow Air	4 shots	18	Automatic	-10
Alternate Gas-powered Crossbow Dodge Fire (Back)	4 shots	10	Automatic	-10
Alternate Gas-powered Crossbow Dodge Fire (Side)	4 shots	10	Automatic	-10

SPECIAL NOTES: The Alternate Gas-powered Crossbow is very fast, accurate, and deadly. Against an opponent 10 paces or farther from you, the Alternate Gas-powered Crossbow can launch enough projectiles to kill before close combat becomes an issue.

Lightning Gun

Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Lightning Gun	1 shot	26	Automatic	+4
Lightning Gun Projectile Strike	1 shot	3	Automatic	+3

SPECIAL NOTES: The Lightning Gun shoots three energy projectiles every two seconds. However, you can speed up the process by dodging in the midst of the animation for firing the gun.

ELECTRIC COMPANY

Why would you want a weapon that isn't optimal against 15 different monsters? Because it recharges your alternate ammunition the fastest. While your Pistols recharge at two units per hit, and the Shotgun only one unit per hit, the Lightning Gun stores four more alternate ammo charges each time you hit home. Also, it cranks out 26 points of damage, so even if a monster's resistance cuts it in half, that's still significant damage. You'll find yourself pulling out the Lightning Gun more often than you might think when you want some higher-powered attacks.

BEST TARGETS

- Dwerger Warrior
- Dwerger Worker
- Shadow Bat

WORST TARGETS

- Dracula (Mission 5)
- Dracula (Mission 7)
- Frankenstein (Mission 1)
- Frankenstein (Mission 6)
- Greater Pygmy Bat
- Lightning Wisp
- Lightning Wraith
- Living Statue

- Marishka (Demon, Mission 2)
- Pygmy Bat
- Shadow Warrior
- The Wolf Man (Mission 7)
- The Wolf Man (Mission 9)
- Verona (Mission 9)
- Werewolf

Alternate Lightning Gun

CRISPY FRIED CRITTERS

Want to see a creature explode in a single shot? Try leveling the Alternate Lightning Gun at a dwerger worker and watch the sparks fly. It's also the best weapon against Igor on Mission 10 and the all-annoying shadow bats. Don't waste the energy on bosses such as Dracula (Mission 5) and Frankenstein (Missions 1, 6). Obviously, lightning-based creatures such as the wisps and wraiths are out, as are werewolves, shadow warriors, and pygmy bats. Normally, you want to avoid the Alternate Lightning Gun for the regular model. The alternate version cranks out four more points of juice on damage, but it eats up 16 alternate ammo units. In most cases, it's better to take the 26 points of damage and an increase of four alternate ammo units by firing the normal Lightning Gun.

BEST TARGETS

- Dwerger Warrior
- Dwerger Worker
- Igor (Mission 10)
- Shadow Bat

WORST TARGETS

- Dracula (Mission 5)
- Frankenstein (Mission 1)
- Frankenstein (Mission 6)
- Greater Pygmy Bat
- Lightning Wisp

- Lightning Wraith
- Marishka (Demon, Mission 2)
- Pygmy Bat
- Shadow Warrior
- Werewolf

Dual Scimitars

CUTTING EDGE TECHNOLOGY

You may not be Zorro, but your swordsmanship gets you by. While you do a flourish or two while shooting your Pistols, you tend to just hack and slash through supernatural flesh with your Dual Scimitars. The only monster resistant to them is the shadow bat, so forget about melee with them. Other than that, if you feel that a close-combat situation would benefit you, wade into shadow warriors, greater pygmy bats, and living statues if you're quick enough. Practice your combos on lesser monsters to develop the skills to beat the bigger boys.



Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharge/Unit
Normal Alternate Lightning Gun	1 shot	30	2 meters	-16

SPECIAL NOTES: The Alternate Lightning Gun shoots three energy projectiles every two seconds. However, you can speed up the process by dodging in the midst of the animation for firing the gun.



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Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Scimitars	—	10	—	+3
Triple Combo	—	8	Automatic	+1.5
Triple Combo	—	3	—	+3
Scimitars Air	—	10	—	+3
Scimitars Air Land	—	10	Automatic	+3
Scimitars Air Strike	—	10	—	+3
Scimitars Air Strike Follow-up	—	10	—	+3
Scimitars Grapple Strike	—	6	—	+3
Scimitars Ground Strike	—	10	—	+1.5
Scimitar Swing	—	10	—	+3

BEST TARGETS

- Dracula (Mission 7)
- Dracula (Mission 12)
- Greater Pygmy Bat
- Ice Wisp
- Living Statue
- Shadow Warrior
- The Wolf Man (Mission 9)

WORST TARGETS

- Shadow Bat

SPECIAL NOTES: Tojo Blades do more damage, but Dual Scimitars have greater range in close combat. In general, it's better to have the range so monsters can't swarm you. The Triple Combo move helps you out in that regard because it strikes the enemy twice on a hit.

Alternate Scimitars

NEVER A DULL MOMENT

Dual Scimitars are sharp. Alternate Scimitars glow with a magical energy that makes them sharper still. When you wade into the more corporeal monsters, it's like slicing through gelatin. Against the ice creatures and the greater pygmy bat, flash out the Alternate Scimitars. Even against the mighty Mission 12 Dracula, use the Alternate Scimitars to force Dracula off of you in close combat. Don't cut into fire creatures or Aleera from Mission 11. Unless you're training for ninja school, set the Scimitars aside when facing tougher foes.

BEST TARGETS

- Dracula (Mission 7)
- Dracula (Mission 12)
- Frankenstein (Mission 6)
- Greater Pygmy Bat
- Ice Wisp
- Ice Wraith
- Igor (Mission 10)
- The Wolf Man (Mission 9)

WORST TARGETS

- Aleera (Mission 11)
- Fire Wisp
- Fire Wraith

Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Alternate Scimitars	—	20	—	-5
Triple Combo	—	15	Automatic	-5
Triple Combo	—	10	—	-5
Alternate Scimitars Air	—	15	—	-5
Alternate Scimitars Air Land	—	15	Automatic	-5
Alternate Scimitars Air Strike	—	14	—	-5
Alternate Scimitars Air Strike Follow-up	—	14	—	-5
Melee Explosion	—	10	—	0
Alternate Scimitars Grapple Strike	—	12	—	-5
Alternate Scimitars Ground Strike	—	17	—	-5
Alternate Scimitar Swing	—	17	—	-5

SPECIAL NOTES: Tojo Blades do more damage, but Dual Scimitars have greater range in close combat. In general, it's better to have the range so monsters can't swarm you. The Triple Combo move helps you out in that regard because it strikes the enemy twice on a hit.

Gatling Gun

CHAIN SMOKIN'

When you burn through the chains of ammunition for the Gatling Gun, you unleash thousands of bullets on the unsuspecting monster hordes. Luckily, your gun doesn't cost you real ammo in regular mode, so spread the gun all over the place. It works especially well against gargoyles and their greater cousins, and also Igor in his final incarnation. It's not as effective against immaterial creatures such as the shadow bat and shadow warrior. If you've got time to deal with a threat, use the Gatling Gun.

Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Gatling Gun	6 shots	3	—	+1.5
Gatling Gun Projectile Strike	6 shots	4	Automatic	+1.5

SPECIAL NOTES: The ranged weapon of choice for sheer firepower, the Gatling Gun rips through targets with brutal efficiency. The only downside is its physical unwieldiness in combat.

Alternate Gatling Gun

MORE CONSECRATED BULLETS

Alternate Gatling Gun bullets may not be silver, but they still kill all sorts of creatures. In a single-second burst, you could spit out four bullets that each strike for 10 damage. In seconds, you can mow down an entire enemy army. However, the Alternate Gatling Gun carries a heavy price: You eat up -25 alternate ammo with each trigger pull. Unless you're stacked with alternate ammo, stick to the normal version and break out this one only to deal with powerful creatures such as wraiths and the Dracula variants.

BEST TARGETS

- Aleera (Mission 11)
- Dracula (Mission 12)
- Dracula (Mission 7)
- Fire Wraith
- Ice Wraith
- Lightning Wraith
- Marishka (Demon, Mission 2)
- Verona (Mission 9)

The Rifle

THE BIG BANG

It shoots 20 times slower than your Pistols, but it deals 100 points of damage per hit! That kills all common monsters except the living statue in a single shot! Complete all your challenges to hold the most powerful weapon Van Helsing could ask for.

BEST TARGETS

- Everything

WORST TARGETS

- Nothing

BEST TARGETS

- Gargoyle
- Greater Gargoyle
- Igor (Mission 10)

WORST TARGETS

- Shadow Bat
- Shadow Warrior



Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Gatling Gun	6 shots	3	—	+1.5
Alternate Gatling Gun	4 shots	10	Automatic	-25

SPECIAL NOTES: The ranged weapon of choice for sheer firepower, the Gatling Gun rips through targets with brutal efficiency. The only downsides are its physical unwieldiness in combat and that it eats through the alternate ammo quickly.

WORST TARGETS

- Shadow Bat
- Shadow Warrior



Statistics

Attack Mode	Rate of Fire (per second)	Damage (per hit)	Knockback Distance	Alternate Ammo Recharged/Used
Normal Rifle	1 shot/4 seconds	100	Automatic	0

SPECIAL NOTES: The Rifle isn't part of your normal repertoire, or even found in the game through normal missions. You must complete all five challenges (unlocked with the Easter Egg pedestals) to gain the Rifle.

CHEAT GLYPHS

Overview



Certain cheat glyphs produce fun and unpredictable results.

Cheaters never prosper, except in *Van Helsing*. We're not talking about hacking the program to turn Dracula into a mouse either. Amazingly enough, with the game already packed with great features, *Van Helsing* offers two dozen in-game cheats that make your repeat playing experience fun, eerie, bizarre, or flat-out game-breaking.



Behind winged-serpent doors, you can discover cheat glyphs of many different types.

Want to have Dual Scimitars the size of lances? Would you like to shrink werewolves down to teddy bear size? Want to change the color of your dwergi? You can, but you have to earn the cheats by finding all the special glyphs hidden throughout the game. Almost every level has a cheat, sometimes multiple, and they are usually found behind doors marked with a winged serpent. Either that or you have to perform near-impossible tasks that can be accomplished only with lots of practice.



Plug an Easter Egg into an egg pedestal and head off to the challenge dimension.

Along with the cheat glyphs, you can find five Easter Eggs during the game, and each Easter Egg matches up with a special egg pedestal that takes you to the challenge dimension. Linked to each Easter Egg portal is a challenge. Beat the challenge and you gain a cheat glyph: Dwerger Skin for Challenge #1, Archangel Skin for Challenge #2, Wraith Skin for Challenge #3, Gargoyle Skin for Challenge #4, and Fell Skin for Challenge #5. Defeat all five challenges and you unlock the powerful Rifle, a weapon that fires 100 damage per shot. Considering that you can shatter a wraith or a greater gargoyle with a single shot, it's a great reward to "shoot" for.



Cheats can transform normal foes into strange beasts.

The Cheats



Archaic Clothes



Glyph Type: Fun

Found: Mission 5

Location: In a vat of green liquid while battling Dracula in his laboratory. It's one of only two glyphs you must retrieve while fighting a boss (Shadow Fiend is the other).

Description: Want a new set of duds? The archaic-looking Van Helsing is decked out like a noble with a velvet tunic and silver trim and boots. He also wears a bandit mask over his nose and mouth.

Archangel Skin



Glyph Type: Eerie

Found: Mission 7, Challenge #2

Location: You gain this glyph after the ring challenge. Stay on the platform for 30 seconds while dire owls try to decapitate you and you win the Archangel Skin.

Description: Transform your white-stone living statues into obsidian monoliths. The angel-looking statues become more black knights with creepy armor.

Armory Anytime



Glyph Type: Game Breaking

Found: Mission 5 (second time playing through game)

Location: A special ledge in the gear room holds a door that can be splintered only with an Alternate Gatling Gun attack. Because you don't receive the Alternate Gatling Gun until Mission 12, you can gain this cheat glyph only on your second play through the game.

Description: Need a Life Replenisher in the middle of combat, but you're all out? Finally built up enough power glyphs to purchase Melee Strike and can't wait until mission's end? No worries. With this cheat, you can open the Armory and buy items whenever you like.



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Big Melee



Glyph Type: Game Breaking

Found: Mission 3

Location: In the mausoleum, check the open coffin behind the Gas-powered Crossbow coffin. The glyph lies out of sight, but it's there if you stand in the coffin and search.

Description: This is one of the game's most powerful glyphs. It increases your Tojo Blades and Dual Scimitars to about four times normal size, allowing you to clear a path through enemies that much quicker.

Color Body



Glyph Type: Fun

Found: Mission 3

Location: In the secret passage between the library and the graveyard, the cheat glyph lies behind some crates in a section guarded by orange fell spirits.

Description: Tired of brown? With this glyph activated, Van Helsing's clothes transition through the rainbow from red to violet.

Dwerger Skin



Glyph Type: Eerie

Found: Mission 5, Challenge #1

Location: In this challenge, if you can lure all the gargoyles toward you to destroy the stone statue—and avoid dying in the process or letting the time run out—you find the Dwerger Skin glyph when you exit the challenge.

Description: Dwergi look kind of drab and dirty, but with the cheat on you turn them into mean, darkly colored creatures. For those of you tired of kicking around the brown versions, try the blacker versions.

Fell Skin



Glyph Type: Eerie

Found: Mission 5, Challenge #5

Location: The Easter Egg pedestal in front of the windmill brings you to Challenge #5. Destroy all the fell spirits within the time limit and you gain the cheat glyph.

Description: If you don't like your fell spirits looking like skeletons, try them out as mutated antler-heads. It only works on the purple fell spirits.

Gargoyle Skin



Glyph Type: Eerie

Found: Mission 2, Challenge #4

Location: You need an Easter Egg to get this one. The egg pedestal rests in the sewer beneath the bridge at the beginning of Mission 2. Complete the maze challenge and you gain the cheat glyph.

Description: Want a different look to your gargoyles? With this glyph, you get rid of that boring old look and dress up the flying devils before you blow them to smithereens.

Ghost Fiend



Glyph Type: Eerie

Found: Mission 2

Location: In the village square behind a door that can be destroyed only by an Alternate Tojo strike. Find the door at the base of the silo behind the destroyed market stall.

Description: Ghost Fiend transforms all the monsters into ghostly forms. Fell spirits might be "spirits," but they look very solid until you turn this cheat on. You might find it hard to play the game like this, because the monsters are even tougher to spot.

Ghost Body



Glyph Type: Eerie

Found: Mission 1

Location: The winged-snake door by the train station. You can't open the door unless you call forth your Alternate Tojo Blades and shatter it. Walk inside the small alcove and grab the glyph.

Description: Van Helsing transforms into a ghost. You can see through him, but don't think you're immaterial. You still run into walls and take damage from the monsters as normal. In a game where you're supposed to be the normal one, it gives a spooky feel to the whole thing.

Metal Body



Glyph Type: Fun

Obtained: Mission 10

Location: In the statue area, a cubicle at the base of the statue can be destroyed only with an Alternate Gas-powered Crossbow. When you arrive in the statue area for the first time in Mission 3, you can't crack it. You have to wait until you have upgraded weaponry in Mission 10.

Description: Want Van Helsing to look like a robot, or maybe a bronze version of the famous Tin Man? Click on the Metal Body cheat and you sport bronze skin. Just don't expect it to shield you from damage.

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Metal Fiend



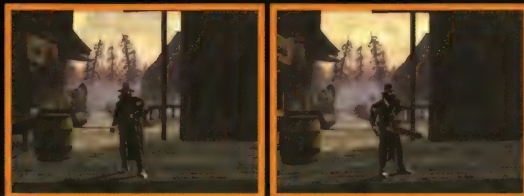
Glyph Type: Fun

Found: Mission 7

Location: One of the toughest cheats to locate, the Metal Fiend glyph rests atop the grapple hook rock midway up the waterfall. You can reach it only by climbing to the top of waterfall cliff and sliding off the edge to land on the small glyph outcropping.

Description: The monsters get the same treatment you gave to Van Helsing with the Metal Body glyph. Bronzing the fiends doesn't change their strengths and weaknesses, just their appearance.

Power Clothes



Glyph Type: Fun

Found: Beating all the game bosses with your hat on

Location: If you're a perfect fighter, you can gain the Power Clothes cheat glyph. In every fight with a boss, you must win without getting your hat knocked off. Complete that rather difficult task to gain the hardest glyph.

Description: What's a unique wardrobe that would go for big bucks if auctioned online? A Paul McCartney Beatles jacket? Hugh Jackman's real Van Helsing outfit? Neil Armstrong's spacesuit? It's the kind of thing you want just because it's cool and exclusive. Keep playing until you get it.

Plain World



Glyph Type: Bizarre

Found: Mission 3

Location: On top of the waterfall, leap up on the rock pillar to the right of the waterfall's edge. From up there you can shoot a grapple to your right and land on an isolated ledge with the cheat glyph.

Description: Kiss all your color and detail goodbye. The Plain World cheat reduces graphics rendering so you walk around in a primitive world of basic shapes and textures. It's difficult to play for long with this on.

Shadow Body



Glyph Type: Eerie

Found: Mission 11

Location: The dark cathedral wasn't named lightly. Besides the shadow bats that inhabit the church, you find the Shadow Body cheat glyph behind a wall near the icy cliffs exit. Shotgun the wall to get in.

Description: Want to look like a wraith or a shade? Try on the Shadow Body cheat and you fade out like one of the spectral undead. Now if only the monsters didn't notice you in this mode.

Shadow Fiend



Glyph Type: Eerie

Found: Mission 9

Location: In a fight between Aleera and Verona, you must pull off a difficult maneuver to gain the glyph. During the coach race through the forest, jump onto the horses' backs, get hit by one of the demons, and grab the cheat glyph as you fall under the carriage wheels and circle around to the coach's back.

Description: The monsters go spectral as well. This can cause the undead to look even spookier and, in their half-invisible state, can make them more difficult to spot. Don't leave it on for long if you want to avoid eyestrain.

Small Fiend



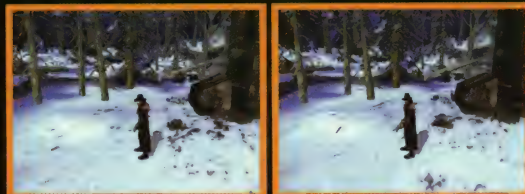
Glyph Type: Game Breaking

Found: Mission 7

Location: In the tower courtyard, check in the lion's mouth statue above the broken fountain. Sure enough, the Small Fiend cheat glyph drops out as a present.

Description: It's a hoot watching tiny werewolves run around in the snow, or reducing a living statue to a knickknack. At their diminished size, the monsters don't have nearly the same range and can be picked off with Gas-powered Crossbows and Scimitars alike.

Sick Player



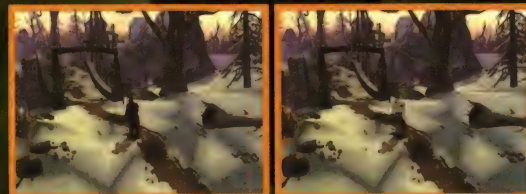
Glyph Type: Bizarre

Found: Mission 6

Location: In the second cave during Mission 6, the glyph door stands at the base of one of the cliffs in plain sight. There are no big tricks here. Simply shoot the door with a Shotgun and grab the glyph.

Description: The world spins and your stomach churns. That's the feeling you'll get if you leave this cheat on for long. It cycles through all the possible graphic skins for items in the area.

Translucent Body



Glyph Type: Eerie

Found: Mission 1 (second time playing through the game)

Location: In the train area just before the windmill at the ravine. Down below, under the small waterfall, the Translucent Body cheat glyph lies behind a wall that can be broken only by an Alternate Gatling Gun.

Description: Like Shadow Body only more see-through, the Translucent Body cheat causes you to almost vanish into thin air. You might not be able to see yourself perform moves or what direction you're facing.

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Translucent Fiend



Glyph Type: Eerie

Obtained: Mission 2 (second time playing through the area)

Location: You won't find this cheat glyph the first time you play through the area. It can be accessed only by a Gas-powered Crossbow, and you won't have one on Mission 2. When you pass through a second time, look for the Gas-powered Crossbow trigger statue on top of the cliff by the last fell spirit spawn area in the bridge area.

Description: Another form of the ghost monster, the Translucent Fiend is a little more visible than the Ghost Fiend but still see-through. It presents the same difficulties as Ghost Fiend, namely giving the monsters an even better chance to blend in with the shadows.

Unlimited Speed



Glyph Type: Game Breaking

Found: Mission 5 (second time through the game)

Location: In the courtyard in Mission 5, a secret door up on the tower ledge holds a door that can be destroyed only with the Alternate Gatling Gun. Of course, in your first game you won't have that gun yet, so you must collect it in round two.

Description: With speed adding to your defense, this may be the most powerful cheat to own. It's also nice for walking around and getting from point A to point B faster.

Unlimited Ammo



Glyph Type: Game Breaking

Found: Complete all 12 missions in hard mode

Location: No one said the best cheats come easy. The only way to gain this power cheat is to defeat all 12 missions in the game's hardest mode. All your weapons are at reduced strength, so practice your dodges before undertaking this cheat.

Description: Imagine an unlimited supply of death. That's what you get with this cheat. No monster, common variety or boss, can survive an infinite barrage from your alternate weapons for long.

Wraith Skin



Glyph Type: Eerie

Found: Mission 11, Challenge #3

Location: If you can avoid drowning in the blood from this challenge, you gain the Wraith Skin cheat glyph. Jump higher and higher on precarious ledges for a minute straight or you sink into the liquid and lose your shot at the cool glyph.

Description: The wraiths take on a scarier visage with this glyph (as if they weren't scary enough). Because they are so powerful, not many wraiths appear during the game, though your second time playing through the game you might want a new look.

MONSTERS

Introduction

If you thought the famous Van Helsing just went around slaying vampires, guess again. Count Dracula might be on the top of his list, but you must vanquish more than two dozen creatures of the night on your game-long quest. Take any of these creatures for granted, and you'll be six feet under long before their decomposing bodies ever return to the grave.



Van Helsing has to be prepared for small creatures such as bats or bigger ones such as living statues.

First, you've got to learn the difference between common monsters and those monsters' masters, the bosses. Common monsters, such as gargoyles and wisps, don't have an individual identity in the game—they show up over and over as monster groups, and sometimes you have to slay a sea of the same creature type.

Bosses, however, tie into the game's story line and seek to cause you a lot of grief at the end of each mission. Though early bosses such as Hyde and Igor won't cause your trigger finger to ache, the tougher bosses in later missions are the hardest fights in *Van Helsing*. Against opponents such as The Wolf Man and Dracula, you might need more than nine lives to succeed, and you'll want to down a few Life Replenishers to match the bosses' high life-point totals.



A fell spirit qualifies as a "common monster." The demon Aleera, however, earns the name "boss."

All the monsters detailed in this chapter are based on a normal game setting. Depending on your love of pain, you can set the game on easy or hard difficulties. Keep in mind that your base monster values will change. On easy setting, monster life points are reduced by 20 percent and your weapons do 65 percent more damage. On hard level, the opposite occurs: Monster life points increase by 80 percent and your weapons inflict 40 percent less damage.



The same monster, such as the fell spirit, can attack with its claws or a ranged strike.

The monsters are listed in alphabetical order, and if a monster appears more than once in the game, the monster's weakest form appears first, followed up its stronger incarnations. Be on guard: Each monster usually packs more than one attack, and can deal a wide array of damage. Igor might hit you with a projectile stream that does 2 damage or a grenade that does 12.



A Shotgun inflicts only half damage against a banshee. The same banshee takes 50 percent more damage from your Tojo Blades.

The flip side is that almost all monsters have a weakness or two that you can exploit for maximum damage. A dwerger worker takes 50 percent more damage from the Lightning Gun, while an ice wraith receives more than double damage for each Alternate Gatling Gun strike. More than anything else, pay attention to each monster's vulnerability so you can live up to the name of "monster hunter."

Common Monsters and Bosses

Aleera (Mission 2)

CREATURE TENDENCIES

When you battle Aleera in the second mission's church, she links with her demon sister, Marishka, to provide additional strength but not firepower. She can't attack on her own and is a sitting duck so long as Marishka doesn't connect with you. Consider her one-third of Marishka, and don't take her lightly.

BATTLE TACTICS

Attack as often as your defenses allow. Without fear of counter-attack, you have free rein on dealing damage. When the pink force shield pops up, you can't damage Aleera. Retreat and dodge until a new opportunity arises. Cripple Aleera and you weaken her more powerful sister.



Monster Statistics

HP Total:	230
Weaknesses:	2
Abilities:	None
Resistances:	None
Vulnerabilities:	Alternate Pistol: +80% damage

Aleera (Demon Version, Mission 9)

CREATURE TENDENCIES

Equally at home in the front or back of the coach air space, Aleera slings fireballs at you while you're exposed on the coach top. The most heartless attack is when she sets the whole coach top on fire to cause you some serious, continuous damage. Because of her sister's vulnerability to your Alternate Pistols, Aleera will probably linger longer.

BATTLE TACTICS

On the plus side, you can use whatever weapon works best for you. On the down side, you can't inflict extra damage, and Aleera's a certifiable arsonist. Cool her pyromania with a few well-placed shots from your Shotgun or Gas-powered Crossbow, and disrupt any attack run she had planned. Jump off the coach top and onto the horses to avoid her fiery roof attack if need be.



Monster Statistics

HP Total:	1,200
Weaknesses:	9
Abilities:	Back Fireball: 12 damage Back Flame Top: 12 damage Front Fireball: 12 damage
Resistances:	None
Vulnerabilities:	None

Aleera (Demon Version, Mission 11)

CREATURE TENDENCIES

The last version of Aleera commands the bridge you fight on. You don't have much room to dodge from side to side, and though there's a long strip to battle along, Aleera can pick up speed and slam you with her powerful dive and wing combo. Her four other creature powers just make things more painful.



Monster Statistics

Life Total:	1,400
Melee Encounters:	11
Attacks:	Wing Combo: 14 damage Dive: 14 damage Throw: 14 damage Projectile Stream: 10 damage Beam: 14 damage Meteor: 14 damage
Resistances:	Alternate Shotgun: -50% damage Alternate Gas-powered Crossbow: -50% damage Alternate Scimitars: -50% damage
Vulnerabilities:	Alternate Pistols: +100% damage Alternate Gatling Gun: +100% damage Alternate Tojo Blades: +50% damage

Banshee

CREATURE TENDENCIES

Don't let the banshee's mouth get going or you won't like what you hear. The near-invisible banshee scream might not deliver a killer blow, but it's difficult to judge where it's coming from and the cone effect catches you every time. The bubble and bomb attacks don't fire off nearly as often as the scream, but watch for visual clues from the banshee to judge when a new attack is headed your way.

BATTLE TACTICS

Despite what the stats say, the Shotgun and Gas-powered Crossbow can be your best weapons against the banshee. If you can stun the banshee repeatedly, it won't get off its pervasive scream. The Shotgun at short range can throw a banshee off its rhythm; even better, the rapid-firing Gas-powered Crossbow can rattle the banshee, preventing it from ever assaulting you.

Dire Owl

CREATURE TENDENCIES

Owl? Deadly? They can be. As do the Transylvania's bats and gargoyles, dire owls flock around you and gang up for the kill. When they're not clawing at your eyes, they have two forms of aerial attacks—the swoop and the dive—that can hammer you.

BATTLE TACTICS

With a Gas-powered Crossbow, you're virtually unbeatable against the dire owls. The Gas-powered Crossbow's multiple shots slay a dire owl in a second or two. Just dance around the main group and pick them off bird by bird. If several pin you down, switch to your melee attack and uppercut them off of you.

BATTLE TACTICS

You've fought her before, so you know the drill—dodge when she swoops and shoot when she gives you a breather. If you stay one step ahead of her meteors, you can fire after each of her attacks. The Alternate Gatling Gun rips her apart, though the first time through the game you have to fall back on Alternate Pistols.



Monster Statistics

Life Total:	65
Melee Encounters:	3-5, 11
Attacks:	Scream: 5 damage Bomb: 5 damage Bubble: 6 damage
Resistances:	Shotgun: -50% damage Alternate Shotgun: -50% damage
Vulnerabilities:	Tojo Blades: +50% damage Alternate Tojo Blades: +30% damage Gas-powered Crossbow: +20% damage



Monster Statistics

Life Total:	56
Melee Encounters:	3, 5, 11
Attacks:	Claw: 5 damage Swoop: 8 damage Dive: 8 damage
Resistances:	None
Vulnerabilities:	Gas-powered Crossbow: +50% damage Alternate Gas-powered Crossbow: +20% damage

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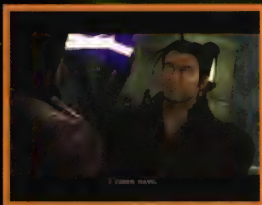
Dracula (Mission 5)

CREATURE TENDENCIES

The "ice-flavored" Dracula can freeze you with a 12-damage ice ring, a 10-damage ice meteor, or a series of 10-damage ice columns. Unlike Igor's defensive teleport, Dracula appears, then disappears in an aggressive manner, swinging for damage and vanishing before your counterattack can land. He's so smart he can almost predict where you're moving and aim his next attack there.

BATTLE TACTICS

Your first encounter with Dracula could be your last if you don't exercise discretion. Going toe-to-toe with the Master of Darkness is pure suicide. Dodge constantly and squeeze out a long-range attack with your Alternate Pistols whenever you can. Switch up your movement pattern or Dracula will figure out your tactics rather quickly.



Monster Statistics

Life Total:	1,000
Missile Countdown:	5
Attacks:	Swing Teleport: 10 damage Ice Ring: 12 damage Ice Column: 10 damage Ice Meteor: 10 damage
Resistances:	Lightning Gun: -50% damage Alternate Lightning Gun: -50% damage Alternate Tojo Blades: -50% damage
Vulnerabilities:	Alternate Pistols: +100% damage

Dracula (Mission 7)

Monster Statistics

Life Total:	1,200
Missile Countdown:	7
Attacks:	Swing Teleport: 18 damage Ice Ring: 15 damage Ice Column: 15 damage Ice Meteor: 15 damage Air Projectile Stream: 10 damage Air Beam: 15 damage
Resistances:	Lightning Gun: -60% damage
Vulnerabilities:	Alternate Pistols: +150% damage Alternate Gatling Gun: +100% damage Dual Scimitars: +50% damage Alternate Scimitars: +50% damage



CREATURE TENDENCIES

The first battle with Dracula almost cost you your life; this one might cost you your soul. The master vampire attacks with a similar repertoire to the first encounter, but with two more air attacks. He's harder to hit this time around while he flies around.

BATTLE TACTICS

After five attacks, Dracula takes to the air in this battle. Dodge his swooping and teleport attacks, and wield a ranged weapon at all times. Don't worry if you can't see Dracula on the screen—fire away like a madman. As long as you aim often, you should reacquire him in your crosshairs no matter where he's gone.



Dracula (Demon Version, Mission 12)

CREATURE TENDENCIES

With seven attacks to scare you, and the biggest life total in the game, Mission 12's Dracula is the king monster. If you can beat him regularly, the others won't be much challenge for you. To do that, though, you need to survive a lot of artillery. In close combat, his wing slice deals 16 damage. At range, projectile stream does the least damage, but it stacks up if you get stuck and it hits you over and over again. Meteors and ice columns rain down from the sky; dodge after each of those attacks and counterattack with a single shot before having to dodge Dracula's next attack in the series. The ice ring destroys you at 20 damage a pop, and you don't want to get hit with the 16-point dive, mostly because it sets Dracula up for melee attacks. On top of all that, whenever Dracula throws up his wings in defense, he's completely invulnerable. Give up your attack and dodge into a better position for the next go-around.

BATTLE TACTICS

Avoid this encounter! Oh, you can't. It's the end of the game, isn't it? Well, then pray that you have a lot of Life Replenisher glyphs in your inventory. As you fall in life, trigger a Life Replenisher to pick you back up. If you have a Speed Boost, increase your dodges and attacks. After all, he's the last monster, so you don't have to save your items. Because the head vampire is vulnerable to Alternate Pistols, fire away until you use up all your blue energy. Dodge to safety and switch to the Lightning Gun, which still deals decent damage and recoups the alternate energy supply better than any other weapon. Unload another clip on Dracula, take a deep breath, and prepare to repeat the process about 10 times.



Monster Statistics

Life Total:	1,700
Mission Encounters:	12
Attacks:	Wing Slice: 16 damage Projectile Stream: 10 damage Meteor: 15 damage Ice Column: 16 damage Shockwave: 12 damage Ice Ring: 20 damage Dive: 16 damage
Resistances:	Pistols: -50% damage Shotgun: -50% damage Gas-powered Crossbow: -50% damage Alternate Tojo Blades: -50% damage
Vulnerabilities:	Alternate Pistols: +100% damage Alternate Gatling Gun: +100% damage Alternate Scimitars: +50% damage Dual Scimitars: +50% damage

Dwergers, Worker

CREATURE TENDENCIES

Fairly mindless, the dwergers have only their numbers as an advantage. Alone, a single dwergers is target practice. In big groups, they can swarm and manhandle you into submission. They try to encircle you if the terrain allows, and if they get close enough, some of the workers dart forward and take a running stab at you.

BATTLE TACTICS

Much like the fell spirits with the Shotgun, you want to drive the dwergers workers back and prevent an overrun situation. Rotate your aim to the nearest worker, knock it back with a blast from the Shotgun, Gas-powered Crossbow, or Lightning Gun if you've found it, and repel them one-by-one to a safe distance. At range, they have no chance against any of your weapons.



Monster Statistics

Life Total:	30
Mission Encounters:	5, 8, 11
Attacks:	Stab: 6 damage Running Stab: 8 damage
Resistances:	None
Vulnerabilities:	Lightning Gun: +50% damage Alternate Lightning Gun: +30% damage

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Dwerger, Warrior

CREATURE TENDENCIES

The dwerger warriors are no slouches. They can roll toward you and, if they get in tight, they upward stab for 10 damage. Because they prefer to fight in packs, the axe throw can be troublesome with so many spinning blades cutting through the air at once.

BATTLE TACTICS

Constant movement is the key with the dwerger warriors. If you stop for even an instant, expect an axe lodged in your forehead. Weave from left to right and whittle them down at range to cut through the ranks with minimal pain. When a lot of them surround you, switch to Tojo Blades or Dual Scimitars to carve out a path to freedom and return to range firing.



Monster Statistics

Life Total:	40
Weakness Encountered:	5, 8, 11
Attacks:	Stab: 6 damage Roll: 8 damage Axe Throw: 5 damage Upward Stab: 10 damage
Resistances:	None
Vulnerabilities:	Lightning Gun: +20% damage Alternate Lightning Gun: +10% damage

Dwerger, Captain

CREATURE TENDENCIES

The dwerger captains might mimic you in combat. While their cousins press forward, they like to hang back and lob a grenade at you or shoot you with the rifle. In close combat they can slice you up with a stab/upward stab combo that delivers 18 damage! Their lack of weaknesses bodes ill for cutting them down in a hurry.

BATTLE TACTICS

When you see these guys, aim for them before their weaker brothers. An axe from a warrior might hurt, but a grenade or several rifle shots can kill. Fortunately, dead dwerger captains tend to give up at least one life glyph, so you can sometimes recharge any life lost in the assault. For one of the "lesser" creatures, the dwerger captain can eat you for lunch if you don't feed him a few dozen Gas-powered Crossbow bolts first.



Monster Statistics

Life Total:	75
Weakness Encountered:	5, 8, 11
Attacks:	Stab: 8 damage Upward Stab: 10 damage Rifle: 8 damage Grenade: 10 damage
Resistances:	None
Vulnerabilities:	None

Fell Spirit, Blue

CREATURE TENDENCIES

The lowliest of the undead, the skeletal fell spirit can barely hold it together in this form. They're more target practice than anything else, but if they stagger forward and whack you with the claws, it can hurt. Watch out for the blue orbs that they shoot forth.



BATTLE TACTICS

Once you retrieve the Shotgun in Mission 2, it's like shooting fish in a barrel with the blue fell spirits. Target the closest fell spirit and knock it back with the Shotgun blast, then repeat. Eventually, you're left with a field of power glyphs and no hassles.

Monster Statistics

Life Total:	24
Missions Encountered:	1-5, 8, 11
Attacks:	Claw: 12 damage Charge: 12 damage Orb: 12 damage
Weaknesses:	None
Resistances:	Shotgun: +50% damage Alternate Shotgun: +30% damage

Fell Spirit, Orange

CREATURE TENDENCIES

One step up on the food chain from the blue fell spirits, the orange variety serves as the mid-range zombie troops. As do their blue brethren, they shamle toward you slowly, but you can't let them get you in their clutches. The puke attack comes at you quickly as a green cloud of noxious gas, so be on your toes and don't get close enough to smell their breath.

BATTLE TACTICS

The knockback from the Shotgun works wonders on the orange fell spirits too. Keep them retreating and the puke attack won't come close to you. If you see one teeter back as if it's about to hurl, step to the side to avoid sucking up some damage. Don't expect to wade through them as easily as the blue fell spirits.



Monster Statistics

Life Total:	45
Missions Encountered:	1-5, 8, 11
Attacks:	Claw: 14 damage Charge: 14 damage Puke: 16 damage
Weaknesses:	None
Resistances:	Shotgun: +50% damage Alternate Shotgun: +30% damage

Fell Spirit, Purple

CREATURE TENDENCIES

The purple fell spirits embarrass their blue and orange cousins. They have no weakness and can attack at range. They'll peg you with the lightning column attack, or shuffle near you and explode in a powerful suicide attack. Treat these guys as a serious threat.

BATTLE TACTICS

You can't rely on the Shotgun trick to knock these fell spirits into oblivion. Fortunately, by the time you battle them, you should have upgraded weaponry such as the rapid-firing Gas-powered Crossbow or the semiautomatic-firing Gatling Gun. Purple fell spirits might not have a weakness, but if you bean them with enough shots, they go down like any other monster.



Monster Statistics

Life Total:	56
Missions Encountered:	2-5, 8, 11
Attacks:	Claw: 16 damage Charge: 16 damage Lightning Column: 16 damage Suicide: 18 damage
Weaknesses:	None
Resistances:	None

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Frankenstein (Mission 1)

CREATURE TENDENCIES

The enraged Frankenstein who you fight in the Mission 1's fountain area doesn't wait around for you to make the first move. He likes to charge straight at you and try to combo you with a punch or stomp. If Frankenstein can reach you, he grapples in close, trying to throttle the life out of you. Should he throw you too, tack on another 10 damage.

BATTLE TACTICS

Whenever you're unsure of Frankenstein's position or his next action, put the fountain between you so he can't overrun you with a charge. If you can dodge at just the precise time, you can make Frankenstein stun himself against a nearby wall. While he's stunned, unload with the Shotgun and set up for your next dodge.



Monster Statistics

Life Total:	400
Missile Encumbrance:	1
Attacks:	Punch: 9 damage Stomp: 8 damage Charge: 10 damage Throw: 10 damage Grapple Punch: 9 damage
Resistances:	Pistols: -50% damage Alternate Pistols: -50% damage Lightning Gun: -50% damage Alternate Lightning Gun: -50% damage
Vulnerabilities:	None

Frankenstein (Mission 6)

CREATURE TENDENCIES

Because he has an arsenal to rival the U.S. military, you don't want to mess with Frankenstein longer than necessary. His charge deals significant damage, and forget about it if he gets off a combination of a punch, stomp, throw or all of the above. The grapple punch can hurt, because it frequently leads into a throw or stomp to finish you off.

BATTLE TACTICS

Similar to the way you fought his first incarnation, you can't let him get his fat mitts on you. Dodge often. In fact, dodge until you have at least 10 feet between you, then snap off a momentary burst with your Gas-powered Crossbow (preferably in enchanted mode). If you don't trade punches with the piecemeal giant, you can outlast him with quick reflexes.



Monster Statistics

Life Total:	900
Missile Encumbrance:	6
Attacks:	Punch: 12 damage Stomp: 10 damage Charge: 14 damage Throw: 11 damage Grapple Punch: 12 damage Lightning Shield: 11 damage Lightning Strike: 8 damage Lightning Stomp: 11 damage Lightning Charge: 15 damage Spinning Charge: 14 damage
Resistances:	Lightning Gun: -50% damage Alternate Lightning Gun: -50% damage
Vulnerabilities:	Alternate Gas-powered Crossbow: +50% damage Alternate Shotgun: +50% damage Alternate Scimitars: +50% damage

Gargoyle

CREATURE TENDENCIES

Gargoyles are dangerous for a variety of reasons. Their aerial maneuverability means you're never sure what direction they're coming from. A gargoyle can hover and swipe at you, swoop for an airborne charge, or shoot missile-like rocks that explode shrapnel in a concentrated area.

BATTLE TACTICS

Don't let gargoyles linger, or you'll lose lots of life just figuring out which attack is headed your way. If you have the Alternate Gas-powered Crossbow or the Gatling Gun, mow down the stone demons. If not, kick them back with some Shotgun action, and switch to your Tojo Blades whenever they pile on you.



Monster Statistics

HP TOTAL:	76
MOVEMENT ENGINES:	2-5, 7
ATTACKS:	Swipe: 7 damage Swoop: 6 damage Rock Throw: 7 damage
RESISTANCES:	Gas-powered Crossbow: No damage
VULNERABILITIES:	Alternate Gas-powered Crossbow: +60% damage Gatling Gun: +50% damage

Gargoyle, Greater

CREATURE TENDENCIES

Bigger and stronger than their plain old gargoyle cousins, the greater kind causes just as much mayhem. The rock throw can be painful, especially when a large group of gargoyles launches several missiles at once. Don't forget to switch off your regular Gas-powered Crossbow (or click to your Alternate Gas-powered Crossbow) or you'll watch your arrows bounce off to no effect.

BATTLE TACTICS

Keep moving so you don't end up barraged by several rock throw attacks at once. When the gargoyles swoop in to claw and scratch at you, quickly switch to melee and hack them back with Tojo Blades or Dual Scimitars. If you can keep a greater gargoyle at a distance, you can dodge around throws and lunges easily. The stone creatures tend to telegraph their moves way in advance.



Monster Statistics

HP TOTAL:	90
MOVEMENT ENGINES:	2-5, 7
ATTACKS:	Swipe: 7 damage Swoop: 7 damage Rock Throw: 7 damage Dive: 7 damage
RESISTANCES:	Gas-powered Crossbow: No damage
VULNERABILITIES:	Alternate Gas-powered Crossbow: +60% damage Gatling Gun: +50% damage

Greater Pygmy Bat

CREATURE TENDENCIES

There's friction between the greater pygmy bats. If you see lightning arcing between two, they will soon fire the lightning special at you. Dodge immediately to the side so you don't get smacked by that attack. When they swarm, the greater pygmy bats are the most dangerous.



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BATTLE TACTICS

When the greater pygmy bat sparkles, expect trouble. A sparkle means it's getting ready to dive bomb. That alone hits you for 11 damage, but if they hit you well enough, the bats cling bite and drain you dry. Try to set up a continuous attack stream with the Gas-powered Crossbow to disrupt their maneuvers.

Hyde

CREATURE TENDENCIES

Where many other creatures prefer subtlety, Hyde prefers brute force. He likes to charge forward and hit you with a ground pound action or swat you with a backhand if the angle is right. He also executes a leap that can take you by surprise if you aren't careful.

BATTLE TACTICS

Compared with most other bosses, Hyde is slow. Practice your dodging on his straightforward approaches. If Hyde gets in too close, perform a leap of your own—over his side and far enough away to avoid a swift backhand. Because he has no resistances or vulnerabilities, attack with either your Tojo Blades or Pistols.

Monster Statistics

Health:	90
Mission Encountered:	12
Attacks:	Dive: 11 damage Bite: 11 damage Cling Bite: 5 damage Barrel Dive: 8 damage Lightning Projectile: 8 damage Lightning Special: 13 damage
Resistances:	Lightning Gun: -50% damage Alternate Lightning Gun: -50% damage
Vulnerabilities:	Gas-powered Crossbow: +100% damage Dual Scimitars: +50% damage Alternate Scimitars: +50% damage



Monster Statistics

Health:	250
Mission Encountered:	Prologue
Attacks:	Backhand: 3 damage Ground Pound: 4 damage Leap: 3 damage
Resistances:	None
Vulnerabilities:	None



Igor (Mission 3)

CREATURE TENDENCIES

Igor would rather kill you from afar. Despite his 8-damage cattle prod attack, Igor serves up three other long-range attacks; his strength lies in keeping his distance and blowing you away with explosive weapons. With a teleport skill that deposits him somewhere else in the ruins when your attacks begin to strike home, Igor can prove a big challenge to anyone not patient enough to wait him out.

BATTLE TACTICS

Though your Tojo Blades inflict good damage, you'll be lucky if you land a single blow when you fight Igor in any incarnation. The Gas-powered Crossbow or the Gatling Gun work the best, because they land heavy damage in spurts, clipping him before he can teleport to safety. Whatever you do, don't get caught in the middle of grenade barrage. Keep on the move, aim repeatedly (his teleport cancels a previous targeting), and fire blindly until the damage wears him down.

Monster Statistics

Health:	650
Mission Encountered:	3
Attacks:	Cattle Prod: 8 damage Projectile Stream: 2 damage Meteor: 3 damage Grenade: 12 damage
Resistances:	None
Vulnerabilities:	Tojo Blades: +50% damage Alternate Tojo Blades: +25% damage

Igor (Mission 10)

Monster Statistics

HP TOTAL:	1,400
MISSION ENCOUNTERS:	10
ATTACKS:	Cattle Prod: 9 damage Projectile Stream: 3 damage Meteor: 2 damage Grenade: 15 damage Jumping Shockwave: 15 damage Energy Net: 8 damage
RESISTANCES:	None
WEAKNESSES:	Gatling Gun: +100% damage Alternate Scimitars: +50% damage Alternate Lightning Gun: +30% damage



CREATURE TENDENCIES

Igor has added two more attacks in his final form: jumping shockwave and energy net. The shockwave can take you unaware, but the net appears as a rotating line of electricity. By mixing energy and conventional explosives, Igor hopes to slay the monster hunter himself.

BATTLE TACTICS

Though it looks impressive, Igor's new energy net is easy to dodge. Either walk in front of the slowly rotating device or hop over an electrical line even in the midst of shooting. Aim repeatedly and fire nonstop. While you roll away from danger, your constant barrage should kill Igor eventually.

Living Statue

Monster Statistics

HP TOTAL:	300
MISSION ENCOUNTERS:	8, 10, 11
ATTACKS:	Single Swing: 12 damage Double Swing: 13 damage Stamp Shockwave: 7 damage Sword Wave: 13 damage
RESISTANCES:	Gas-powered Crossbow: No damage Lightning Gun: -80% damage Pistols: -50% damage Alternate Pistols: -50% damage Shotgun: -50% damage
WEAKNESSES:	Alternate Shotgun: +50% damage Alternate Gas-powered Crossbow: +50% damage Tojo Blades: +50% damage Dual Scimitars: +50% damage



CREATURE TENDENCIES

Living statues are the big, stone statues standing outside the various structures and bridges throughout the realm. You'll see it animate and start swinging before you have to do some serious dancing. With the long reach of their swords, the stamp shockwave, and sword wave attack, living statues are the toughest common monster one-on-one.

BATTLE TACTICS

The Alternate Gas-powered Crossbow works well with its machine gun-like fire and big damage. If you don't have that, switch to your Alternate Shotgun and pump a few rounds into the nearest statue. In enchanted mode, the Shotgun knocks the living statue back, and you can even pin it to its knees with repeated blasts.

Marishka (Mission 2)

CREATURE TENDENCIES

In her "human" form, Marishka does all the fighting for the three brides in Mission 2's church battle. Shockwave and beam are meant to brush you back from getting too close to her sisters. The lightning strike can burn you up if you don't immediately dodge, and it strikes three times in a row. Her shield prevents her from taking a single point of damage until both her sisters are incapacitated.



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BATTLE TACTICS

Before you even think about Marishka, you must eliminate her two sisters, Aleera and Verona, who serve as "power batteries" for Marishka's defensive shield and formidable attacks. If you stay toward the back of the church, she can't hit you with the shockwave attack, which means you have to dodge the beam when it strikes outward or the lightning strikes from above. Use Alternate Pistols whenever they are charged.

Marishka (Demon Version, Mission 2)

CREATURE TENDENCIES

The demonic Marishka tries to smother you, not with love, but with hate. Her favorite maneuver is a dive toward you (10 damage) followed by a grapple with her wing combo (another 10 damage). From a distance, she shoots you with the lightning beam. After your long battle whittling down her sisters, facing Marishka in demon form is a trial of endurance.

BATTLE TACTICS

You must dodge each swoop or lightning beam. A miss means damage and you'll be stunned long enough that Marishka might set up another attack. Rely on your Pistols, tapping into the alternate mode whenever the energy becomes available. You can sometimes catch your breath by ducking behind one of the church pillars, which protects you from a beam or swoop if you angle it right.

Monster Statistics

Life Total:	250
Minion Countdown:	2
Attacks:	Shockwave: 6 damage Beam: 3 damage Lightning Strike: 7 damage Shield Projectile: 3 damage
Resistances:	None
Vulnerabilities:	Alternate Pistols: +100% damage



Monster Statistics

Life Total:	550
Minion Countdown:	2
Attacks:	Wing Combo: 10 damage Dive: 10 damage Throw: 10 damage Lightning Beam: 10 damage
Resistances:	Lightning Gun: -70% damage Alternate Lightning Gun: -70% damage
Vulnerabilities:	Alternate Pistols: +50% damage Alternate Gatling Gun: +20% damage

Pygmy Bat

CREATURE TENDENCIES

Like gargoyles and other flying rodents, pygmy bats can be a thorn in your side, mostly because they travel in large swarms. They can hit-and-run with a simple 5-point bite or hammer you with a full-fledged dive for 8 damage. A particularly ferocious bat might bite you behind the neck and hold on, hitting you periodically for 5 damage through its cling bite.

BATTLE TACTICS

Avoid the swarm by shooting constantly at the closest targets and rolling out of harm's way when they close in. In tight quarters, switch to a melee attack and "bat" them off of you. When a pygmy bat clings to your back, immediately perform three dodge rolls in a row to dislodge it. The super-fast Gas-powered Crossbow works great, as does the Gatling Gun.



Monster Statistics

Life Total:	70
Minion Countdown:	5, 10, 12
Attacks:	Dive: 8 damage Bite: 5 damage Cling Bite: 5 damage Barrel Dive: 8 damage
Resistances:	Lightning Gun: -50% damage Alternate Lightning Gun: -50% damage
Vulnerabilities:	None

Shadow Bat

Monster Statistics

Life Total:	75
Minimum Encounter:	7, 8, 10, 11
Attacks:	Bite: 9 damage Spit: 9 damage Swoop: 5 damage Pool: 5 damage
Resistances:	Pistols: -50% damage Alternate Pistols: -50% damage Shotgun: -50% damage Alternate Shotgun: -50% damage Gas-powered Crossbow: -50% damage Alternate Gas-powered Crossbow: -50% damage Gatling Gun: -50% damage Alternate Gatling Gun: -50% damage Dual Scimitars: -50% damage
Vulnerabilities:	Lightning Gun: +50% damage Alternate Lightning Gun: +50% damage



CREATURE TENDENCIES

The superior cousin to the vampire bat, the shadow bat has a few tricks in store for you. Due to its immaterial nature, you can't grapple it and most of your weapons only work at half strength. Shadow bats teleport around. When they disappear, they leave a shadow pool behind on the floor. Avoid the pool or you'll get stung with 5 points of damage.

BATTLE TACTICS

When you gain the Lightning Gun, use the lightning-based weapon on the shadow bats. It's the only weapon that deals extra damage to them. As with the bosses, you have to play patiently and trickle some damage the shadow bats' way while dodging to protect your own skin.

Shadow Warrior

CREATURE TENDENCIES

For a mid-level foe, shadow warriors can take some serious damage. They are resistant to all ranged attacks. Unless you have a lot of space to work with and can wear down the shadow warriors, you must engage in hand-to-hand combat. Unfortunately, the shadow warriors know all sorts of martial arts combos, so be quick on your feet.

BATTLE TACTICS

The shadow warriors are nimble, but they seldom charge you. They prefer to circle around you for better position or evade until the time is right to strike. Lure them close, then dodge their blows so you can counterattack with your Tojo Blades, or for better range, the Dual Scimitars. Against swarms, rely on a hit-and-run tactic, where you smack one and move on to the next.



Monster Statistics

Life Total:	56
Minimum Encounter:	3, 5
Attacks:	Martial Arts Swing 1: 4 damage Martial Arts Swing 2: 4 damage Martial Arts Swing 3: 4 damage Strong Attack: 6 damage Thrust Attack: 4 damage Jump Attack: 6 damage
Resistances:	Alternate Pistols: -80% damage Alternate Gas-powered Crossbow: -80% damage Alternate Lightning Gun: -50% damage Pistols: -40% damage Shotgun: -40% damage Alternate Shotgun: -40% damage Gas-powered Crossbow: -40% damage Lightning Gun: -40% damage Gatling Gun: -40% damage Alternate Gatling Gun: -40% damage
Vulnerabilities:	Tojo Blades: +70% damage Dual Scimitars: +70% damage



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Vampire Bat

CREATURE TENDENCIES

Another swarming monster, the vampire bat would be more fearsome if the master vampire accompanied them. Dracula is a no-show, though, when you battle the bats, so your only real worry is getting pinned by three or four at once.

BATTLE TACTICS

The vampire bats have a serious weakness: the regular Gas-powered Crossbow. With its rapid action, the Gas-powered Crossbow can shoot off five or six bolts in a row, felling any vampire bat. As long as you can weave through the swarm and kill off targets once you lock on to them, these bats won't taste your blood.



Monster Statistics

Life Total:	65
Minion Subweapons:	7, 8, 10, 11
Attacks:	Bite: 9 damage Swoop: 9 damage Spit: 5 damage
Resistances:	None
Vulnerabilities:	Gas-powered Crossbow: +50% damage

Verona (Mission 2)

CREATURE TENDENCIES

When you battle Verona in the second mission's church, she links with her demon sister, Marishka, to provide additional strength but not firepower. She can't attack on her own and is a sitting duck so long as Marishka doesn't connect with you. Consider her one-third of Marishka and don't take her lightly.

BATTLE TACTICS

Attack as often as your defenses allow. Without fear of counter-attack, you have free rein on dealing damage. When the pink force shield pops up, you can't damage Verona. Retreat and dodge until a new opportunity arises. Cripple Verona and you weaken her more powerful sister.



Monster Statistics

Life Total:	230
Minion Subweapons:	2
Attacks:	None
Resistances:	None
Vulnerabilities:	Alternate Pistol: +80% damage

Verona (Demon Version, Mission 9)

CREATURE TENDENCIES

Tagged with her partner in crime, Aleera, the demon version of Verona hunts you down in the ninth mission's forest scene. She swoops at you when she flies along the coach. Her biggest combo, however, happens when she trails the coach and launches a beam attack followed by a creeping blast as she slowly approaches your platform.

BATTLE TACTICS

Apply the same strategy to Verona as Aleera. Alternate Pistols wreck her, as will the Alternate Gatling Gun if you managed to retrieve it. Kill off Verona here and you won't have to see her face again.



Monster Statistics

Life Total:	1,200
Minion Subweapons:	9
Attacks:	Back Beam: 12 damage Back Ice Top: 12 damage Back Creeping Blast: 12 damage Front Swoop: 12 damage
Resistances:	Lightning Gun: -50% damage
Vulnerabilities:	Alternate Pistols: +150% damage Alternate Gatling Gun: +100% damage

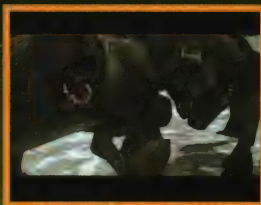
Werewolf

CREATURE TENDENCIES

Werewolves are not afraid to face you head on. Given a second, a werewolf charges in for the surprise. If you show that you're on guard, wary werewolves gang up and flank you from multiple sides. Their flurry attack can be ferocious once they get on top of you. Switch to melee quickly and knock them off, or kiss your midsection goodbye.

BATTLE TACTICS

The smaller werewolves aren't as fast as The Wolf Man. Take them out at range with Alternate Pistols or a series of Gas-powered Crossbow attacks. If a large group advances, try to position obstacles to guard your rear and vulnerable sides from sneak attacks. In tight, your Dual Scimitars work best, with a longer range than the Tojo Blades.



Monster Statistics

Life Total:	85
Melee Counters:	7, 8, 10, 11
Swipes:	Swipe: 8 damage
	Flurry: 8 damage
	Charge: 9 damage
Counters:	Lightning Gun: -50% damage
	Alternate Lightning Gun: -50% damage
Vulnerabilities:	Alternate Pistols: +50% damage

Note

You will face many werewolves in your travels. The largest of the werewolves, The Wolf Man, challenges you tooth and nail to the bitter end. You'll meet him in Missions 4, 7 and 9 as a unique boss with significantly more life and damaging attacks than his lesser brethren, the normal werewolves. See "The Wolf Man" later in this section for more tips and tactics for defeating him.

Wisp, Ice

CREATURE TENDENCIES

Wisps get you one way or another. They like to beam you at range. In close, they disrupt your planned combos with a charge. When wisps die, they explode and damage you.

BATTLE TACTICS

Any type of grapple strike attack instantly kills an ice wisp (but not the other wisps, so be careful). Of course, their death damages you too, so you may prefer to pick at them with your Gas-powered Crossbow (especially the Alternate version). They can't hold out long in melee combat, and stay away as much as possible. That's okay with you, because you have a lot more firepower.



Monster Statistics

Life Total:	90
Melee Counters:	6, 8
Beams:	Beam: 12 damage
	Charge: 8 damage
Counters:	Alternate Tojo Blades: -80% damage
Vulnerabilities:	Tojo Grapple: Instant Kill
	Alternate Tojo Grapple: Instant Kill
	Scimitar Grapple: Instant Kill
	Alternate Gas-powered Crossbow: +50% damage
	Alternate Shotgun: +50% damage
	Alternate Scimitars: +50% damage



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Wisp, Fire

CREATURE TENDENCIES

The fire wisp is a slightly beefier version of the ice wisp, not in pure life points but in resistances. Like the ice wisp, the fire wisp blasts away at a safe distance and tries to keep you moving so you can't counterattack. They're more dangerous in groups, where the beam attack can come from multiple directions.

BATTLE TACTICS

Study the fire wisps' body language (this goes for the ice and lightning wisps too). A certain quiver gives away that it's lining up a beam attack—time for you to dodge. Stay on the perimeter to avoid any sudden charges or suicide explosions from the wisps.



Monster Statistics

Life Total:	90
Max Ammo Expended:	5, 8
Attacks:	Beam: 12 damage Charge: 8 damage
Resistances:	Alternate Gas-powered Crossbow: -50% damage Alternate Shotgun: -50% damage Alternate Scimitar: -50% damage
Vulnerabilities:	Alternate Tojo Blades: +100% damage

Wisp, Lightning

CREATURE TENDENCIES

The lightning wisps' beam attack isn't as strong as its brethren's attacks. However, its charge matches theirs and a lightning wisp can deliver a series of 3-damage lightning flurries that add up if you stay in one position for long.

BATTLE TACTICS

If you're foolish enough to fire an Lightning Gun at a lightning wisp, you're going to die. The lightning wisp sucks up 80 percent of such a blast and returns the favor with some high-voltage current of its own. The hovering wisp can also elude melee, so don't try unless you're trapped in a corner. Nail it with several Alternate Gas-powered Crossbow bolts and you should be fine.



Monster Statistics

Life Total:	90
Max Ammo Expended:	5, 8
Attacks:	Beam: 10 damage Charge: 8 damage Lightning Flurry: 3 damage
Resistances:	Lightning Gun: -80% damage Alternate Lightning Gun: -80% damage
Vulnerabilities:	Alternate Gas-powered Crossbow: +50% damage

The Wolf Man (Mission 4)

CREATURE TENDENCIES

The Wolf Man charges you at every opportunity. In close, he's the master; few of your combos work against him and he swipes or flurries you for huge chunks of life. Once you disengage and put some distance between you and him, he hunkers down on all fours and charges at a moment's notice. The Wolf Man will test your reflexes—he's very fast!



BATTLE TACTICS

Don't engage in melee with The Wolf Man. The werewolf is so quick he can block many of your close-combat blows. Stay back and dodge each charge. While the werewolf turns and orients himself, open up with Alternate Pistols or Shotgun. He'll make you wish it wasn't a full moon.

Monster Statistics

Life Total:	700
Muscle Expenditures:	4
Attacks:	Swipe: 8 damage Flurry: 8 damage Charge: 10 damage Choke: 10 damage
Resistances:	None
Vulnerabilities:	Alternate Pistols: +50% damage

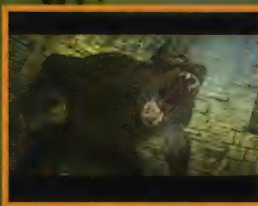
The Wolf Man (Mission 7)

CREATURE TENDENCIES

The Wolf Man's lucky number is definitely 13. Four of his attacks—charge, choke, wall leap, and wall charge—hit you for 13 damage apiece. Even running along the walls, The Wolf Man can take you by surprise when he decides to pounce. You don't have a chance in combat when he pulls out the swipe and flurry attacks.

BATTLE TACTICS

Watch for the quiver in The Wolf Man's muscles. It's a telltale sign that he's going to launch off the wall and charge right for you. Dodge these assaults and snap off a few clips of Alternate Pistol fire. To recharge the Pistols, use anything except the Lightning Gun. As is the case with all The Wolf Man versions, your reflexes have to be at the top of their game to overcome the werewolf.



Monster Statistics

Life Total:	1,000
Muscle Expenditures:	7
Attacks:	Swipe: 11 damage Flurry: 10 damage Charge: 13 damage Choke: 13 damage Wall Leap: 13 damage Wall Charge: 13 damage
Resistances:	Lightning Gun: -40% damage
Vulnerabilities:	Alternate Pistols: +50% damage

The Wolf Man (Mission 9)

CREATURE TENDENCIES

The Wolf Man tends to eviscerate you if given more than two seconds with your flesh. More so than any other The Wolf Man battle, you must dodge constantly to minimize the danger. Out in the forest, The Wolf Man charges often, and his big swipes take out whole trees if they miss you. Don't let him choke you or he'll throttle your desire to triumph.

BATTLE TACTICS

Roll, roll, and roll again. You may have to dodge two or three times to avoid each The Wolf Man charge. Pop up only when you have twice his height's distance between you, and then only for a single shot before moving again. You may not see The Wolf Man at all times, and that's bad news because he can charge and blindside you much easier on the forest battleground.



Monster Statistics

Life Total:	1,450
Muscle Expenditures:	9
Attacks:	Swipe: 13 damage Flurry: 10 damage Charge: 14 damage Choke: 14 damage
Resistances:	Lightning Gun: -20% damage
Vulnerabilities:	Alternate Pistols: +50% damage Dual Scimitars: +50% damage Alternate Scimitars: +50% damage

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Wraith, Ice

CREATURE TENDENCIES

No common monster has a greater attack than the wraiths' beam weapon. Stand in one of these for a few seconds and you're frozen, fried, or juiced deadlier than dead. Killing a wraith causes an explosion that can take your head off if you're too close.

BATTLE TACTICS

Shred them from afar before they can react with a counter-attack. The Gatling Gun (both varieties) is excellent against the wraiths. Just use some obstruction as cover when the beam breaks out. The wraith beam is rather wide and very difficult to dodge completely.

Wraith, Fire

Monster Statistics

Life Total:	100
Minions Encountered:	11, 12
Reactions:	Normal Beam: 24 damage Death Explode: 24 damage
Resistances:	Alternate Shotgun: -50% damage Alternate Scimitar: -50% damage
Vulnerabilities:	Alternate Gatling Gun: +150% damage Alternate Tojo Blades: +100% damage

Wraith, Lightning

CREATURE TENDENCIES

With the biggest frontal attack of all three wraiths, the lightning version proves one of your toughest challenges short of a boss. The big straight beam deals out a whopping 26 damage, while its shield projectile still hits the 20-point mark. It sucks up electrical attacks like candy, so don't bother with that type of weaponry.

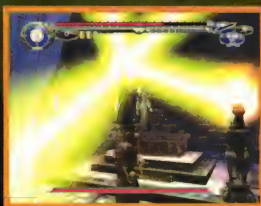
BATTLE TACTICS

Circle around behind a lightning wraith, then hit it repeatedly with a Gatling Gun to shake its concentration. If you can pummel it again in a few seconds, it won't be able to turn and counterattack in time. If it does turn on you, dodge toward the nearest cover spot and pop out to shoot only after the beam attack is spent.



Monster Statistics

Life Total:	100
Minions Encountered:	11
Reactions:	Normal Beam: 24 damage Death Explode: 24 damage
Resistances:	Alternate Tojo Blades: -50% damage
Vulnerabilities:	Alternate Gatling Gun: +150% damage Alternate Shotgun: +50% damage Alternate Scimitars: +50% damage



CREATURE TENDENCIES

The only difference between the ice wraith's and the fire wraith's attack is the temperature. Don't get burned by the fire wraith by hanging out as an easy target. Stay in constant motion to avoid the beam attack.

BATTLE TACTICS

Before you head into an encounter with a wraith, stock up on alternate energy. Do so by relying on standard weaponry the encounter before and charging up to maximum capacity on your blue bar. Depending on the number of wraiths, a full Alternate Gatling Gun can chew through them all.



Monster Statistics

Life Total:	100
Minions Encountered:	11
Reactions:	Normal Beam: 24 damage Death Explode: 24 damage Big Straight Beam: 26 damage Shield Projectile: 20 damage
Resistances:	Lightning Gun: -90% damage Alternate Lightning Gun: -90% damage
Vulnerabilities:	Alternate Gatling Gun: +150% damage

MONSTER HUNTING



Van Helsing battles the monster legions with his many weapons.

Van Helsing needs little help to dispatch the minions of evil. He's a killing machine with a push of a button, but the player who knows more about combat moves, monster strategies, and taking advantage of the many game situations that occur in each area will rise above the norm and become an expert Vatican assassin. To eventually vanquish the master vampire Dracula, you have to master the art of warfare and learn all the little tricks of the monster hunter trade.



Whether you use a melee attack or ranged projectile, the monsters will learn to fear your constant assaults.

Basic Combat Techniques

Everyone wants to trap monsters in an infinite combat combo or Air Strike a flying monster while airborne. However, standard battle tactics and moves help you survive more fights than fancy showmanship. Before you leave Mission 1 and embark toward tougher foes, practice these simple strategies.



The Dodge



The dodge gets you out of more jams than any other move.

Repeat this commandment until it's burned into your brain: Thou shalt dodge at all costs. The biggest mistake you can make in *Van Helsing* is to take damage to dish out damage. It's so tempting to try to sneak in that extra Gas-Powered Crossbow bolt or Dual Scimitars slash, but when you get clocked back with a lightning beam or shockwave stomp, you're on the losing end of the proposition. Some monsters in the game have as many life points as you might have at the time (wraiths max out at 100), some have more (living statues shoot up to 300 life points) and some, such as the bosses, dwarf your totals. When you trade blows, you lose out in the end unless you waste some of your valuable magical items to recover. Factor in that the monsters can outnumber you 100 to one in an area, and you start piecing together the importance of not taking damage.



Unless you want to end up as mouthfuls for Dracula's minions, you must master the dodge.

Once you learn each monster type's attack patterns, dodge around them. If the dire owls like to crash and swoop, roll out of their way to an empty space and attack with a ranged weapon. If the banshee wiggles before a damnation scream, anticipate and dodge to avoid the blow. You may have to dodge several times before an opening occurs where you can retaliate with a few blows of your own. That's okay if you're on the winning side in the end.

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Melee



When you can't run from a fight, it's time to melee.

In general practice, rely on ranged attacks to pick off your foes. If an enemy doesn't have a ranged attack, or has one that inflicts minimal damage, you run the least risk when you forgo melee. Of course, this isn't possible in constricted space and you may not want to battle with certain creatures that have a high resistance to ranged attacks (shadow warriors) or creatures that can close on you fast and rip you apart (werewolves). When you find too many foes on top of you to shoot at, it's time to melee.



Your higher-level melee attacks can trade blows with the best minions.

Close combat has its advantages. You can usually get off more attacks in a shorter period of time, and if you're skilled, most of them will land for even greater damage than a ranged attack. The problem is that in close, the monsters' counterattacks can deal significant damage right back at you.

Tip

WHEN MONSTERS START TO OVERWHELM YOU, SWITCH TO MELEE ATTACKS TO FEND THEM OFF.



More importantly, melee can break monsters off of you. A common monster strategy, particularly with the weaker creatures that can't take you on one-on-one, is to gang tangle you. Pygmy bats like to flock around your head, and dwergi like to charge and overrun your position. If you don't act fast to prevent them from overwhelming you, your life total will take a dive as more blows strike while you're trapped. It's hard to break free with multiple monsters on you. To avoid it altogether, break out your melee weapons (Dual Scimitars work best, once you receive them in Mission 7) and hack the offenders back. You may take some wounds while melee attacking like this, but it's worth it if you can break the creatures' momentum and give yourself some breathing room.



Be ready for anything, particularly the lowly undead such as the fell spirits early in the game.

Close combat boasts many powerful, high-risk/high-reward combos that don't exist with ranged attacks. Think of ranged attacks as the steady and safe approach; with melee attacks you throw caution to the wind and take no prisoners.

Ranged Attacks



Weaker creatures such as fell spirits are light on ranged attacks, while the more powerful wisps can dish it out without coming near.

Learn your monster weaknesses and choose your ranged weapons based on those exploitations. The idea with ranged combat fire is to lay it down thick and heavy, and hammer the monster before it can even set foot near enough to swing at you. In battles where a certain monster type can return fire, move in a constant walk (or dodge for the quicker monsters) away from the nearest creature and keep up constant fire. If you can create a safety zone between you and the nearest threats, your ranged attack should finish them off without much trouble.

Tip

FOR MOST MONSTERS, THE RAPID-FIRE GAS-POWERED CROSSBOW WORKS THE BEST AT RANGE.



If you don't want to fall prey to a monster's approaching attacks, crank out a weapon such as the Shotgun that causes knockback.

Knockback is an important part of ranged combat. Basically, a weapon such as the Shotgun stuns a creature and causes it to physically recoil when hit. This serves two purposes: It buys you more real estate to operate in and it buys you precious seconds to attack again. It's possible to get in a knockback loop, where you can hit creatures such as the fell spirits and gargoyles with a Shotgun over and over and they never recover from the constant shocks.



A ranged attack can strike flyers cruising by or monsters emerging from spawn points without a serious health risk.

Monster Weaknesses



Exploit the monster weaknesses or they will make you pay.

Study the resistances and vulnerabilities in the "Monsters" section. Always switch to a weapon that deals more damage against a particular foe, especially when that foe is a boss. For example, a shadow bat may punish you if you shoot a Gas-Powered Crossbow bolt at it. Use an Lightning Gun, however, and you inflict 50 percent more damage with each hit. Against bosses with 1,000 or more life, you need all the extra damage that you can muster.

Collecting Loot



Monsters give you the most power glyphs, but don't forget about the hidden items in each area.

In most cases, wait until after a battle to collect the loot. Glyphs last for about 30 seconds before they start to fade, so you have time to defeat the necessary foes first. Don't expose yourself to damage for a couple of power glyphs. The only time it's worth getting into the thick of things is if a life glyph or two pop up and you're low on life. You may take a wound getting the life glyphs but the surplus healing you receive makes up for the scratch.

Tip

DURING A FIGHT, YOU CAN COLLECT GLYPHS WITHOUT RISKING YOUR DEFENSIVE POSITION. DODGE TOWARD A GLYPH POCKET, SUCK THEM UP, THEN DODGE BACK TO YOUR ORIGINAL STANCE.

Advanced Combat Techniques

Combat is not as simple as pressing a button. It takes real talent to kick a monster's butt across the screen. Before you venture forth against living statues, shadow warriors, and the assorted bosses, hone your skills.

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Melee Combos



Find the Dual Scimitars so you can fight on equal terms with the dual weapon-using shadow warriors.

The vast bulk of your combat moves are outlined in the "Van Helsing's Moves" section. From Grapple Strike to Tojo Fire, you have ample actions to cut through monsters and clear through missions. Most of these moves apply to melee combat, so when you want to get fancy, go melee.



Different combat buttons produce different special moves.

In close combat, fool around with your button combinations. A million combat combos can occur in *Van Helsing*—anything from specials stabs to airborne flourishes—and it all depends on the sequence of buttons that you push while fighting. You can combine a melee strike (melee attack button) with a projectile attack (ranged fire button) and pull off a nice move. You can also start with a ranged attack (your Grapple Strike), drag a foe into punching range, and slam it with a few shots (melee button a few times). For a "popup grapple" move, grapple an opponent after you've slammed it up in the air with Air Strike. To Grapple Strike a creature into the air, hold back on the left thumbstick while drawing the monster in (you can also follow it into the air by holding the grapple button). To reverse the move and slam the enemy into the ground, press forward on the left thumbstick while drawing the creature in. Over time you will discover the attack patterns that work best against certain creatures.



Against the tougher monsters, exercise your body's finer combat maneuvers.

Combat Combos

Combat Move	Combo Strike 1	Combo Strike 2	Combo Strike 3	Projectile Strike	Grapple Strike	Air Strike	Ground Strike
Combo Strike 1 (melee button)	—	Link	—	Link	Link	Link	Link
Combo Strike 2 (melee button a second time)	—	—	Link	Link	Link	Link	Link
Combo Strike 3 (melee button a third time)	—	—	—	—	—	—	—
Projectile Strike (ranged fire button)	—	—	—	—	—	—	—
Grapple Strike (grapple button)	—	Link	—	Link	—	Link	Link
Air Strike (backward left thumbstick + right trigger + melee button)	—	—	—	—	—	—	—
Ground Strike (forward left thumbstick + right trigger + melee button)	Link	—	—	—	—	—	—

There are also infinite moves and combos. An infinite move can be something as simple as Air Strike/Air Strike. In other words, smash a monster up in the air, then while it's still in the air and helpless, smash it again. If you do it correctly, the monster can never recover. The same applies to the Shotgun's knockback attack against certain creatures such as gargoyles. It's possible to loop the damage so the monster never regains its feet.

More complex infinite combos occur when you initiate a sequence of attacks that eventually loop around to the same move that started the whole close-combat show. Here's an example: combo strike 1 (melee attack button), combo strike 2 (melee attack button a second time), pop up grapple (grapple button in melee), which then takes us back to the original combo strike 1 move and continues an endless chain of melee maneuvers that the monster can't break out of.

Experiment with the combinations from the following simplified combat chart and see what you come up with. If the maneuver has a "link" to another attack, it means that you can continue along a possible infinite loop and extend your moves in combat. Link all the way back to the initial move and you've created an infinite loop! Of course, the game has a ton more special moves than this, but these basic combat moves will get you started on the path to greatness.

Avoiding a Fight



You can avoid a fight with a wraith by walking out the door.

Let's say the last fight took you down to 10 life, you're out of Life Replenishers and the Armory is still five big encounters away. How are you going to fight your way through the remaining monsters? It might be easier than you think.

Each time you enter an area, the game cycles through the possible monsters in that area (see the "Monster Chart" at the beginning of each walkthrough chapter). For example, in the graveyard, gargoyles appear first, but your second encounter brings banshees. Depending on your preference and the strength of the monsters, you can "skip" a particular monster encounter by entering an area, leaving immediately, and re-entering. It's helpful for those times when you can't cope with the more powerful monsters.

Fire from Above



Elevated terrain gives you superior firing position on monsters.

Elevated terrain against grounded opponents can be a slam dunk. Hop up on a rooftop or spiraling stairs and fire down on the non-flyers, and you're virtually invulnerable for the whole attack. You can also negate enemy fire by fighting from higher ground if the monster can't get the correct angle on you.

Don't forget that you can fire while jumping in the air. Your Pistols actually slow your descent with each shot, so you can stay airborne longer if you continually press the trigger. In a crucial battle, you can jump over foe and fire to stick it with damage while leapfrogging the counterattacks.

Cheats



Certain cheats enhance your fighting prowess.

Four cheats (obtained by the cheat glyphs) provide you with huge combat advantages. Big Melee increases the size of your hand weapons, while Armory Anytime enables you to purchase a Life Replenisher or Speed Boost anywhere you need it. The unlimited cheats, Unlimited Ammo and Unlimited Speed, really break the game open, and most monsters won't stand a chance if you have these always on. Though these are ridiculously fun, you may want to turn them off to play through the challenging areas or new areas that you haven't been to yet. There are combat tricks and then there are combat *tricks*.

PROLOGUE



Notre Dame cathedral initiates you to the world of monster hunting.

Van Helsing doesn't just stalk Dracula and his minions. When we first see the younger monster hunter, he's been sent to Paris, France, to deal with the man-monster Hyde. Taking a tip from the hunchback of Notre Dame, Hyde has hidden himself in the same cathedral's attic where he holds a lovely lady hostage. To save the damsel in distress, you have to try out your new combat skills and buy a few dozen rounds of ammo.

Notre Dame



All the power glyphs in the cathedral are yours for the taking.

All's quiet when you begin the mission, so enjoy it while it lasts. Very few areas in the game have no monster encounters.



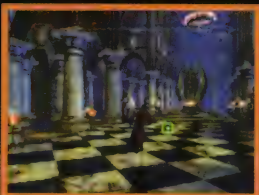
Before you leave the first level, practice your Pistols.

Take out your Tojo Blades and give them a couple of swings. Practice clicking through your buttons and experimenting with different moves. When you're pleased with the results, switch to your Pistols and try them out. Notice that when you use your Alternate Pistols, Van Helsing becomes backlit with a pinkish light.



Practice your Tojo Blades while you're at it too.

With your combat session out of the way, run around the cathedral and pick up all the green power glyphs. You can scoop up the red life glyphs too, but they won't do anything for you. With your life total at full and no monsters to cause you damage, the life glyphs just look pretty.



Scour the cathedral's floor level for power glyphs, even the side aisles.

Suck up all the power glyphs in the main aisle, but don't forget about the side aisles too. Power glyphs hide in between the columns (which you can't see from the camera angle), so weave in and out of them for maximum power collection. Stop at any statue and smash it open. Power glyphs pour out of those as well, and you want as many as possible. Your goal is to reach a minimum of 500 power glyphs so you can buy Grapple Strike before the first true mission. If you can get more, it helps you save up for a Life Increaser or your Ground Strike move.

PROLOGUE



Crack open the statues for glyphs inside.

When you cross the wide open space in the middle of the cathedral, Hyde taunts you from the rafters. You can't see him yet, and you can't engage him in battle until the next area, the attic. Just listen to his jibes for now; you can pay him back in a couple of minutes.



Hyde taunts you from the rafters.

After you collect all the power glyphs on the floor, head to the main statue below the chandelier. There's a glyph dump here. While the single power glyphs are nice, a glyph dump can drop hundreds of power points, so you want to get all of them. To activate the main statue's dump, stand on the altar in front of the statue and jump as high as you can. Green power glyphs should rain down on you. If any get stuck up on top of the statue, leap up to the top to retrieve them.

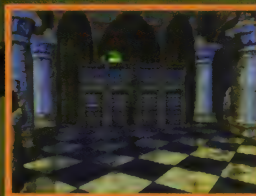
Tip

YOU CAN DOUBLE-JUMP OFF OBJECTS TO REACH TOWERING HEIGHTS. JUMP UP ON AN OBJECT SUCH AS A WALL, AND AT YOUR APEX, HIT JUMP AGAIN TO PERFORM A SECOND JUMP.

The central statue holds a glyph dump with lots of extra power.



Facing the statue and standing with your back to the entrance, look to the platform on your left. You spot some power glyphs up there. It's a clue to jump up there. When you do, your grapple icon lights up, meaning there's a grapple hook location somewhere nearby. Shoot out your grapple and grab hold of the balcony in front of you.



Jump up on the left platform and use your grapple to swing up to the balcony level.

The grapple pulls you up to a section overlooking the ground floor. Walk a few steps to your right and scan the chandelier area. Another grapple icon appears, allowing you to launch your line and swing across the cathedral to the balcony on the far side.

If you miss the swing to the far side, you fall to the ground floor. No big deal. Van Helsing doesn't take damage from great falls. Jump back up and grapple over for another try. As long as you're sure you have all the power glyphs down below, enter the doorway to the attic.



Continue across to the far side with a grapple move.



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The Attic



Hyde isn't happy to see you.

Up in the attic, Hyde confronts you. Granted, you have weaponry, but Hyde has five times your life total. He doesn't have any resistances to your weapons, nor does he have any vulnerabilities. You have to take him down the old fashioned way, honest life point by honest life point.

The best way to beat your adversary is a little game of "Hyde and Seek." You never want to present a clear target to Hyde, so use the bell in the middle of the room as a blocker when Hyde gets aggressive. You can also get him tied up in the rafters or behind some of the crates and statues. Take full advantage of his gawky size and blast him while he's pulling himself free. Either weapon, the Tojo Blade or your Pistols, deals solid damage.



Use your Tojo Blades if you think you can handle Hyde.

Even a slow-moving monster such as Hyde can catch you if you don't learn how to dodge. When Hyde gets in close, drop your offense and roll out of the way. Sometimes, you have to roll two or three times to put enough distance between you so you can return fire safely. If a dodge looks too tough to pull off without injury, leap over him and run for the far side of the attic. You can always regroup when you have space; it's when he pins you in a corner that you run into trouble.

When you run away from him, Hyde tries to pursue with a straight-on charge or, if you're far enough away, a leap. Watch that the leap doesn't startle you into making a mistake. Hyde always moves in close before attempting to deal damage. His ground pound action can stun you, and just when you think you've escaped his grasp, one of Hyde's backhands might catch you flatfooted.



Stay away from Hyde or he'll toss you around like a rag doll.

Feeling confident? Try to gather all the power glyphs from the attic storage items while keeping Hyde at bay. And don't lose your hat during the fight. To gain the Power Clothes cheat, you must complete all 12 missions with your hat on. All these extras, though, aren't as important as steadily reducing Hyde's life total while keeping yours high.

Tip

IT'S POSSIBLE TO LEAVE THE PROLOGUE WITH CLOSE TO 1,000 POWER GLYPHS. SEARCH EVERYWHERE AND BREAK EVERYTHING YOU CAN.



Fire your Pistols from across the room to whittle away Hyde's life total.

The best approach to downing Hyde is with your Pistols. You can Tojo him to death if you're good, but close-combat gives him the chance to retaliate; pistols at long range do not. Flip over to Alternate Pistols to increase your damage, and when your ammo runs dry, switch back to regular Pistols to hit for damage and recharge. Repeat with the Alternate Pistols until Hyde stands no more.

Inflicting that last point of damage launches a cutscene that shows the climactic battle between Van Helsing and the man-monster. Let's just say you've never seen a grapple hook used in quite this manner before. Finally, Hyde dies a painful death and you can report back to the Vatican with your trial run a success. The prologue has given you a taste for monster hunting. Now if you want the real thing, it's off to Dracula's Transylvania.

VASERIA VILLAGE

Mission Objective

Transylvania is a land plagued by tragedy, and in Vaseria Village you encounter the dead far more than the living. Do not be distracted by these wayward spirits. Find the village fountain quickly, for that is where the path to Dracula begins.

Key Goals

1. Rack up power glyphs to buy moves in the Armory.
2. Retrieve the Shotgun from the window near the bell tower.
3. Defeat Frankenstein at the fountain.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Train Station	—	—	—	—
Train Area	—	—	—	—
Windmill	Blue Fell Spirits	Blue Fell Spirits	Blue Fell Spirits	Blue Fell Spirits
Vaseria Gate	Orange Fell Spirits	Orange Fell Spirits	—	—
Valerious Manor	Fell Spirits	Fell Spirits	Fell Spirits	Fell Spirits
Bell Tower	Fell Spirits	Fell Spirits	—	—
Fountain	Frankenstein	—	—	—

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Train Station	—	YES	—	—	—	YES
Train Area	—	—	—	—	—	YES
Windmill	—	YES	YES	—	—	—
Valerious Gate	—	—	—	YES	—	—
Vaseria Manor	Shotgun	—	—	—	—	—
Bell Tower	—	—	—	—	—	YES
Fountain	—	—	—	—	—	—

Cheat Glyphs

Location	Cheat Reward
Train Station	Big Head, Ghost Body
Train Area	Translucent Body



Weapon of Choice

Shotgun:

An excellent knockback weapon against the swarms of fell spirits on the level.



Mission Boss: Frankenstein



Life Points: 400

Strongest Attack: Charge
(10 damage)

Resistances:
Pistol (-50% damage),
Alternate Pistol
(-50% damage),
Lightning Gun (-50% damage),
Alternate Lightning Gun
(-50% damage)

Vulnerability: None

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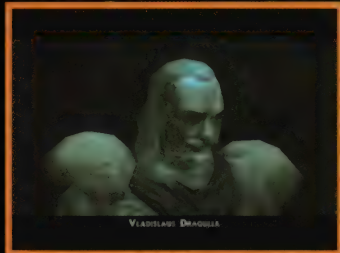
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Train Station



The Vatican sends you on a train ride to Transylvania as your first mission.

After your run-in with Hyde at the Notre Dame cathedral, the Vatican decides to send you on the greatest monster hunt of all—to battle Count Dracula! Grab a train ride to Transylvania, where you must search out and destroy the master vampire, as well as defend Princess Anna, the last in her noble line.



You've been sent to slay Dracula and defend Princess Anna.

When you arrive, the spirits are restless. As you leave the train, you watch a ghost float by and disappear down a path deeper into the woods. You'll follow eventually, but first you have work to do around the train station.



It's not going to be easy, so check your weapons before you meet the ghosts at Vaseria's train station.

Throughout the game, destroy every crate or barrel you see. When you swat a crate or barrel (and sometimes shelves and other destructible furniture), you release the hidden power glyphs within. Collect these power glyphs, because at the mission's end you can spend them in the Armory to buy special items and character moves. Once in a while, a crate or barrel releases a life glyph, which returns a chunk of life and may heal you at a critical time.

Tip

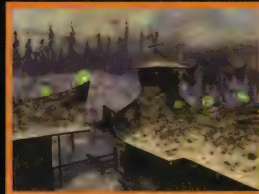
DESTROY CRATES AND BARRELS TO RELEASE POWER GLYPHS AND LIFE GLYPHS.



Explore the train station and shatter all the crates and barrels for extra goodies.

Scour the nearby platform and snowy yard for the power glyphs. It's not as easy as it seems. Some glyphs are hidden out of sight, such as on rooftops or in doorways. Flip up to the train station rooftop with a double-jump along the wall near the stairs (it helps to start on top of the banister). Collect all the power glyphs on the first rooftop.

Next, leap up to the small roof with the weathervane. Attack the weathervane and drop back down. A bunch of power glyphs pour out. This is called a glyph dump, and you can rack up power points if you unlock all these.



Check the station rooftops for power glyphs.

MISSION 1: VASERIA VILLAGE

Leap over to the second station roof and grab the glowing green glyphs there as well. You're not finished, however. Proceed to the left end and spot a silo with more glyphs farther to your left. You can't reach the silo's balcony with a jump. Instead, look for the shining red grapple symbol. This tells you that you can reach a new location by shooting out your grappling hook and swinging across the gap.



Reach the silo at the end via your grapple.

Fire your grapple and run around the balcony to collect glyphs. A few more hide up top, so jump as high as you can to suck all the glyphs down and into your pocket.

Up on the silo, you gain a Life Inverter.



Or gain them an easier way. Walk over to the left side of the platform and search for another hidden grapple spot. Shoot up to the top of the silo to gain more power glyphs and a Life Inverter. When you're finished, leap back down into the snowy courtyard.



The Ghost Body glyph lies behind a wall that must be broken by your Alternate Tojo Blades.

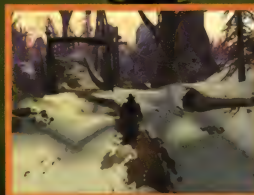
Head over to the door with the glowing winged serpent symbol. These winged serpent icons indicate a special door that can be accessed only through one of your weapons. Read the hint you get when you try to open it. In this case, an enchanted blade can free the door, which means your Alternate Tojo Blades. Power up and shatter the door. Inside you find your first cheat, the Ghost Body glyph. If you like walking around as a see-through Van Helsing, this is the cheat for you.



To find the Big Head cheat glyph, search behind the broken wagon.

Move down the path a few steps and observe the broken wagon. It looks harmless enough, and it is, except it hides a second cheat glyph. Swing around to the wagon's rear side and search for the Big Head cheat glyph. With Big Head on, your head inflates like a parade balloon. It's good for a laugh, but it won't scare away any creatures and may get in your way when you're trying to see in combat.

Train Area



Follow the path until you reach the ravine and can't cross.

In the train area behind the station, continue along the path until you reach a lengthy ravine. The path gives out here at a broken bridge. To cross, you need to set up a few things first.



You must figure out how to activate the mechanism to aid in your crossing.

Jump off the bridge and into the ravine. Dance around the rocks below and move to the glowing yellow gem at the crane's base. Search next to the gem to kick the crane's gears into motion. The crane hook up by the bridge swings out until it stops in front of the bridge.

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Tip

VAN HELSING CAN LEAP TREMENDOUS DISTANCES. DON'T WORRY ABOUT TAKING DAMAGE FROM A SEEMINGLY DEADLY DROP—YOU'RE A MONSTER HUNTER!



Jump down into the ravine and access the glowing gem to rotate the crane into place.



Head over to the right and leap up to the first stone ledge. Grab your power glyphs and hop up to the second ledge and do the same. Another hop brings you back up top to the bridge.



The Translucent Body glyph lies behind the waterfall door, though you can't access it unless you play through the game a second time.

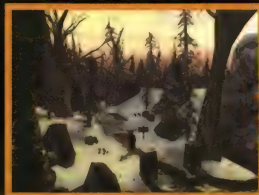
Walk to the bridge's tip, and your grapple icon lights up. Shoot your grapple hook up to link with the crane, and swing across to the far side. Push in the direction you want to go when you release from the grapple or you might fall into the ravine.



Leap back up the hill and collect the glyphs along the way.

Once on the other side, head left (but don't leave the area yet). A second glyph dump lies atop the cliff to your left. Press against it and shoot your grapple to the top. Grab the power glyphs as they pour out, then drop back down.

You've made it through okay, but you haven't fought any real monsters so far. That changes when you plunge into the windmill area.



Grapple to the far side of the ravine by swinging on the crane.

Windmill



Fell spirits congregate around the windmill.

MISSION 1: VASERIA VILLAGE

About five steps into the windmill area, you get attacked by your first common monsters, the blue fell spirits. These skeleton-like creatures are wimps, however you haven't yet perfected your Van Helsing moves, so it's a good place to practice.



Learn to dodge the fell spirits, so you can set yourself up for damaging combat moves.

First, learn to dodge. Follow the in-game instructions and roll around as you evade blow after blow. Watch the fell spirits for visual clues to their attacks. When a blue fell spirit shambling back and forth, it's getting ready to charge; in close, the fell spirit waves a hand and tries for a claw attack. The spirit's most dangerous attack comes from the blue orbs it shoots out of its rib cage. These can take you by surprise and beat you down if you're not careful.

Tip

THE MOST IMPORTANT MANEUVER IS THE DODGE. PERFECT IT AGAINST LESSER MONSTERS, SO YOU DON'T MAKE MISTAKES AGAINST THEIR MASTERS.



Watch out for reinforcements and their sneaky blue orb attack.

Blue fell spirits are weak against the Shotgun. When you get the close-range pellet-shooter and update your weaponry, the fell spirits won't stand a chance. Until then, you have to fight them the old-fashioned way—with your Tojo Blade in tight and your Pistols at range.



Each monster's death erupts into power, and sometimes life, glyphs.

Cut through any fell spirit that gets in close to you. One or two swipes of the Tojo Blades smashes the skeleton back to bone shards. Collect the power glyphs and life glyphs as they fall, but don't wade through enemies to retrieve them. It's never worth losing more life to gain a healing life glyph.



Take out the fell spirits on the bridge with your Pistols at range.

Once you have the fell spirits at some distance, switch to your Pistols and keep firing. It may take five or six hits to down one, but you fire so fast that you rip the fell spirits to shreds rather quickly. If you're running into trouble, switch to your Alternate Pistols; they pack a bigger wallop and down the spirits in half the time.



When you get your first Easter Egg, it goes in this pedestal.

There are three main spawn points in the windmill area: near the entrance when they first surround you, up by the manor gate to your left, and down on the bridge to your right. The last of the fell spirits should fall on the bridge. Once they're gone, you don't have to worry about respawning, unless you leave the area and come back.

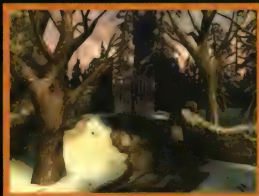
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In case you're low on life, a Life Replenisher awaits on the bridge.

Head down to the bridge and grab the Life Replenisher glyph on top of one of the stone posts. Notice that you passed a pedestal on your right; the pedestal's glowing spot awaits an Easter Egg, and you'll return once you have the egg from the next mission. Each Easter Egg opens a gateway to the Challenge Hub. Complete all five challenges in the hub and you earn the Rifle, *Van Helsing's* most frightening weapon with its 100-damage blast!



You can't access either the windmill or the manor gate yet.

The only way out of here is the gate down by the bridge. The windmill door can't be opened until you have the Shotgun. The manor gate to your left doesn't come into play until later missions.



Grab the Life Increaser up on the mountaintop.

Before you leave the area, find the Life Increaser in its secret spot up on the mountain. Walk past the Easter Egg pedestal to the sheer cliff nearby. Look up and see the grapple icon light up. Fire up to the mountaintop and flip up to grab the glowing purple item. Collect two Life Increasers, and your permanent life total rises by 10 points. (If you buy a Life Increaser from the Armory, however, you go up 10 life points with a single glyph.)



Valerious Gate



Prepare for a shootout against the orange fell spirits in the Vaseria streets.

On the other side of the gate, Vaseria's village streets are full of orange fell spirits. Battle the ones at the gate with a full clip or two from your Pistols, and watch for purple swirls on the ground—that's where the new fell spirits spawn.



Dodge the orange fell spirit's puke breath, and you may gain some life from glyphs at the end.

In close, the orange fell spirits try to claw you for 14 damage a shot. If they can't get close enough, they spew out puke breath that scars you for 16 damage. Keep moving and dodging.

CAUTION

Orange fell spirits shoot a special blindness orb out of their chests. You can't see much for a few seconds after this attack. Keep moving and switching targets while blinded to avoid the fell spirits overrunning you.

MISSION 1: VASERIA VILLAGE



The stairs lead to an Ammo Replenisher and another battle with orange skeletons.

You can leave the area one of two ways: the stairs on the right or the street on the left. Take the stairs first. It leads to a dead end, but you just want to retrieve the Ammo Replenisher, kill a few fell spirits, and return. In the first area past the stairs, destroy the three crates stacked to your left. Jump down into the second area and grab the Ammo Replenisher. This triggers a battle with a few orange fell spirits in tight. If the battle goes poorly, retreat up to the first area and return to the main area. Because you don't have to come back this way, it doesn't matter if you don't finish off the fell spirits around the Ammo Replenisher.

Vaseria Manor



The street leads you to the next area with the Shotgun.

Work your way deeper into the village. Around every corner, a fell spirit may lurk, but you should be good enough at your dodge and weave to avoid most hits.



A huge battle erupts in the Vaseria Manor area.

In the main Vaseria Manor area, expect a big ruckus. The fell spirits aren't content to wound you; they want you dead. In fact, blue and orange cousins join forces once you plunge into the heart of the village, and the two types of fell spirits fight you in mixed packs.

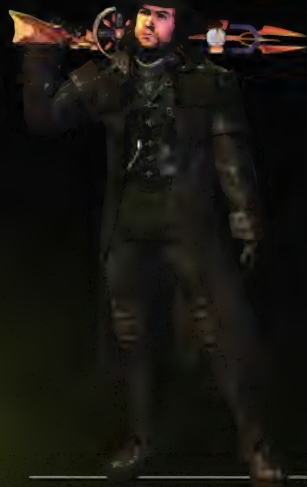


Drop down in the lower level for more fun.

When you get to the raised stairs, look to your right. There's a drop down into a lower level with some barrels to smash. Have fun, but be aware that there's also a fell spirit spawning point down there, so you'll have a close-quarters battle on your hands.



Keep fighting through the streets to the open courtyard near the bell tower.



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Move to the big open courtyard just before the fountain area. When you enter, a cinematic shows you an open window about halfway down the courtyard. A grapple swing scoots you up to the window, where you can claim the prized Shotgun. Once you're armed with a Shotgun, the fell spirits might as well pack it up. They drop in one or two hits from the Shotgun at close range.



Grapple up through the window and retrieve the Shotgun.

With Shotgun in hand, fight back through the village and return to the windmill. Blow up the windmill door with the Shotgun, then grapple up to the windmill's roof. Grab the Life Increaser there and head back to the village once again.

Don't worry about endless fell spirits in your way. You want to rack up the kills here and collect as many power glyphs as you can. They're much harder to come by later in the game, and the more power glyphs you store now, the more items and moves you can buy later. Rack up at least 5,000 power glyphs before you enter the last area, the fountain.



Return to the windmill to pick up another Life Increaser.

Bell Tower



Take to the roofs to battle some hard-to-reach fell spirits.

On your return trip to the fountain, plan a trip to the bell tower. On the stairs leading up to the main Vaseria courtyard (where you found the Shotgun), take to the roofs with your grapple. Fight the fell spirits on the second roof and keep climbing up with your grapple until you reach the bell tower proper.



Ring the bell in the tower for a glyph drop.

Ring the bell with a melee attack from behind it. If it doesn't ring on the first try, aim, then hit it again. The glyph drop sprinkles you with the brilliant green orbs and you're in the money again.

Fountain



Clean out the remaining few fell spirits before the fountain.

Your last encounter area, the fountain, hooks you up with this mission's boss, Frankenstein. You must defeat him to move to the second mission.



Don't let Frankenstein hit you or expect some broken ribs.



MISSION 1: VASERIA VILLAGE

The number-one rule of combat against Frankenstein, and most bosses, is to avoid getting hit at all costs. Many times, you get caught up in the heat of the moment and try to squeeze in a little more damage when you see an opening. It's a big mistake if the boss can retaliate and score damage back on you. The bosses' life totals far outweigh yours, so you can't trade blows like this. Keep your life high and whittle away slowly, and you can beat any bad guy.



Dodge Frankenstein any way you can.

In the fountain, dodge Frankenstein with a roll to either side or jump right over him. When you see Frankenstein launch into his most brutal attack, the stomp, by raising his leg, jump immediately to avoid the shockwave. While in the air, keep firing with your Pistols for extra damage.



Keep firing at Frankenstein. Eventually, he falls.

You can also shoot Frankenstein with your Shotgun and, if you're lucky, the knockback keeps him off your back for five or six good shots in a row. If Frankenstein manages to close and grab you, fire your Pistols as rapidly as you can. Score enough hits on him and he lets you go without any damage coming your way.

Though you win the battle, Frankenstein escapes to fight another day.



Patience wins out in the end. Once you feel confident enough to beat him, try tricking Frankenstein into destroying the crates and barrels around the environment so you can gain more loot.

In the end, you knock his life total to zero—and he doesn't die! Instead, he flees so you can face him again in Mission 6. Just be thankful he didn't stick around for an immediate rematch.



VASERIA CHURCH

Mission Objective

Your journey eventually leads to a divine and holy place. There is much knowledge to be gained here, but its greatest secret is the passage it harbors. This passage is fiercely guarded.

Key Goals

1. Rack up power glyphs to buy items/moves in the Armory.
2. Retrieve the Easter Egg at the well and unlock the first challenge.
3. Rescue Anna from Dracula's three brides in the church.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Bridge	Blue Fell Spirits	Orange Fell Spirits	Orange Fell Spirits	Orange Fell Spirits
Graveyard	Gargoyles	Gargoyles	Blue Fell Spirits	Blue Fell Spirits
Village Square	Gargoyles	Gargoyles	—	—
Vaseria Church	Brides (Aleera, Marishka, Verona)	—	—	—

NOTE: In hard mode, werewolves replace the fell spirits at the bridge.

Weapons and Items

Location	Weapon	Life Increaser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Bridge	—	YES	—	—	—	—
Graveyard	—	—	—	—	—	—
Village Square	—	YES	YES	YES	—	YES
Vaseria Church	—	—	—	—	—	—

NOTE: Find an Easter Egg in the well by the graveyard.

Weapon of Choice

Shotgun The best weapon in your arsenal so far, it works equally well against the grounded fell spirits and the flying gargoyles.



Cheat Glyphs

Location	Cheat Reward
Bridge	Translucent Fiend
Village Square	Ghost Fiend



Mission Bosses

ALERA

Life Points: 230
Strongest Attack: None
Resistances: None
Vulnerability:
 Alternate Pistols
 (+80% damage)

MARISHKA (DEMON VERSION)

Life Points: 550
Strongest Attack: Lightning Beam (10 damage)
Resistances: Lightning Gun (-70% damage), Alternate Lightning Gun (-70% damage)
Vulnerabilities: Alternate Pistols (+50% damage), Alternate Gatling Gun (+20% damage)

VERONA

Life Points: 230
Strongest Attack: None
Resistances: None
Vulnerability:
 Alternate Pistols (+80% damage)

Bridge



It's time to visit Dracula's bridges, but first you have to navigate to the church.

The Vatican has sent you to Vaseria to save Princess Anna, the last of her family's bloodline. If you're to remove the curse on her whole family, you must protect her at all costs, which means freeing her from the clutches of Dracula's brides at the end of the mission. To get there, you must wade through a lot of fell spirits and gargoyles.



Use your grapple to pull the lever on the far side and lower the drawbridge.

When you begin the mission, you're trapped on one side of a drawbridge. Before you, you can drop down into a sewer area. Approach the edge and look to the left of the bridge. You see a lever, and your grapple icon lights up. Fire your grappling hook and pull the lever. The drawbridge releases and lowers to give you access to the rest of the village.



Leap down into the sewer beneath the bridge to fight fell spirits and examine the Easter Egg pedestal.

Don't take the bridge yet. First, drop down into the sewer area. In the center, you spy an Easter Egg pedestal, which you'll use later. In the meantime, clean out the infestation of blue fell spirits. This is just for extra power glyphs—when you come back, they respawn.

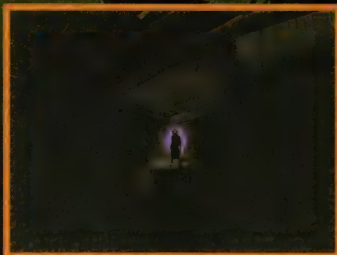
Tip

TO RACK UP POWER GLYPHS, BOUNCE BETWEEN THE BRIDGE AND GRAVEYARD AREA. FIGHT THE RELATIVELY EASY FELL SPIRITS AND GARGOYLES ENOUGH TIMES TO MAKE YOU RICH.



The Shotgun works best against the fell spirits.

When you've finished demolishing the blue fell spirits with the Shotgun (at close range, the Shotgun takes them out in one blast), jump up on the column in the far corner and then jump again to reach the bridge platform. Now you're ready to enter the new part of the village.



Jump up on the far column to escape the sewer area.

On the other side of the bridge, a second spawn point generates orange fell spirits. Watch out for their flash bombs (which blind you for a few seconds) and remember that they're twice as tough as their blue counterparts. Continue with the Shotgun and weave back and forth so that they can't zero in on you.

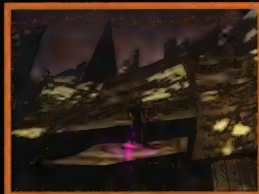


Past the bridge you hit a second spawn point for orange fell spirits.

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Plow through them to the second landing and look up to the house awning on your right to spot a glowing purple Life Increaser. Hop up on the awning and retrieve it. Every bit of life helps.



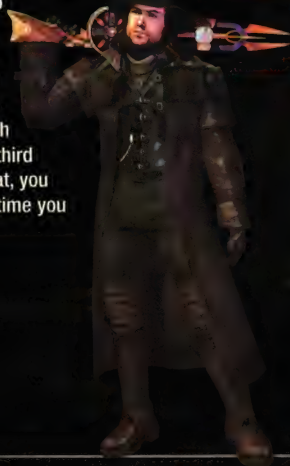
Destroy the orange fell spirits near the Life Increaser to recover the prized item.

Press on up the last set of stairs until you reach a new courtyard. One last spawn point supplies more orange fell spirits. This spawn point is big—fell spirits appear all the way up the street to the gate on your far left. This gate, leading to the graveyard's front gate area, is your ultimate goal after you finish off all the fell spirits.



One last spawn point spews orange fell spirits to block your path in the bridge area.

Side note: To your right in this area lies a cliff. If you jump up on the cliff, you find the Translucent Fiend cheat glyph doorway. The door opens only with the Gas-powered Crossbow, which you won't get until your third mission. To gain the cheat, you must wait until the next time you visit the area.



Graveyard



Gargoyles can be nasty if you give them free rein in the sky.

Once you've dealt with all the orange fell spirits, open the gate that leads into the graveyard front gate area. You can't enter the graveyard—don't worry, you'll get there through the back door later—but you do want what's inside the well. Before you have a chance to peer down in the well, however, four gargoyles appear.



Keep on the move against gargoyles so they can't home in on you with the rock throw attack.

The gargoyles try to wound you with their rock throw, which acts like an explosive missile. Dodge immediately when those things come at you. If you don't get hit by them, the gargoyles begin to dive at you and hope to catch you with a straight-out tackle or claw you when you're close.



Blast the gargoyles one by one until they all fall.

Roll around the well and fire your Shotgun like a madman. It doesn't matter which gargoyle you target first—just inflict as much damage as possible. When a gargoyle falls to about one-third its life, aim at that gargoyle and take it out before switching to a new target. If you're having trouble dealing with four at once, use some of your finishing moves here to increase your survival odds.

MISSION 2: VASERIA CHURCH



Drop down into the well to retrieve the first Easter Egg.



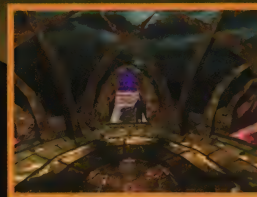
As the last gargoyle drops, flip down into the well and retrieve your first Easter Egg. When you plug an egg into a pedestal, such as the one under this level's bridge, you're transported to one of the game's five special challenges. Rather than head into the village square, double back to the sewer below the bridge. Fight all the newly spawned fell spirits along the way for extra power glyphs.

Challenge #4



The Easter Egg pedestal brings you to the Challenge Hub area.

Back under the bridge, stand next to the pedestal, click on your inventory, and use your new Easter Egg. You deposit the egg in the pedestal and you've now opened a permanent doorway to the mysterious Challenge Hub. There are five challenges here, and this Easter Egg opens up the fourth one, the maze challenge.



Access this challenge through the only open barrier, then search the magic symbol on the gargoyle statue.

Run down into the hub and pass through the only archway without a barrier. At the gargoyle statue, examine the strange rune and the challenge begins.



Run through the challenge maze as fast as you can.



This is one of the easier challenges. Cross to the other side of the maze and you win. You're given one minute to make it, and you must navigate a series of platforms and stairways in the time frame. Each key area has a choice of glowing purple doorways. Choose the correct one and you continue through the maze. Pick the wrong one and the maze teleports to the starting platform where you must fight a shadow warrior for your mistake. Whenever you get penalized, you can fool around with the shadow warrior if you like, but you won't have enough time to beat him and finish the maze. Hang that run up and try another one.



Make a wrong turn and you fight a shadow warrior.

The answer to the maze: Far left, right, right, left, right. When you enter a doorway, be careful of your orientation on the other side. All the directions are from your perspective when you're standing on the next doorway platform, not from the stairways.



Reach the wooden bridge at the end of the maze to exit.

When you see the wooden bridge at the bottom platform, you're home free. Run the last leg of the maze and exit to your prize: a Gargoyle Skin cheat glyph. Return to main gateway, which brings you back to the Easter Egg pedestal under the bridge again.

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You receive the Gargoyle Skin cheat glyph as reward for completing the maze challenge.

Village Square



More gargoyles guard the village square.

Return to the village square. When you enter, gargoyles assault you. Step slowly into the area and assess their attack pattern. The first pattern has them spawn all around the entrance, and you need to dodge right away and go into your normal "shoot-and-run" modus operandi.

The second pattern has a single gargoyle spawn at the far end of the courtyard. If you see this occur, don't cross over to the other side of the courtyard or you'll spawn multiple gargoyles. It's much easier to fight one at a time. Fire your Shotgun until the gargoyle launches a rock throw, then dodge and repeat the barrage. When one gargoyle dies, a new one spawns to take its place until you've dealt with them all.



At the base of the silo, retrieve the Ghost Fiend cheat and an Ammo Replenisher.

With the gargoyles out of the way, concentrate on gathering all the goodies spread throughout the square. Near the broken stairs that lead up to the church, look for a broken market cart and a winged-serpent door behind it. Use an Alternate Tojo hit to open the door and recover the Ghost Fiend cheat glyph. You can't see it, but there's an Ammo Replenisher behind the market cart. Stand in the middle and search for your reward.



The Life Increaser lies hidden up on the rooftops.

Head back to the exit to the graveyard gate area and look to the house on the right side (if your back is to the exit gate). Leap up on the roof and gather some extra power glyphs. Stand on the roof's far left edge and hit a series of grapple points to bring you over to a Life Increaser.



Head up to the church and grab a Life Replenisher at the first barrel next to the entrance.

Return to the church stairs and use your grapple to gain the top balcony. To the right of the church door, smash the first barrel for a Life Replenisher.

Don't head into the church yet, because that signals the mission's final boss fight. Walk over to the left, past the door to the balcony edge. Jump off the edge and onto the nearby roof. From the roof, shoot your grapple over to the top of the silo and trigger a power glyph dump for some more points.



A glyph dump hides atop the silo.

Vaseria Church



Dracula's brides have Anna, and it's up to you to stop them from tearing her throat out.

Don't bother knocking on the church door; you won't like the answer you get. Charge right in and catch the three brides in the act of defiling Princess Anna. Your interruption puts that on hold as they turn their attention to you.



Aleera and Verona feed Marishka energy to fight you, so first remove the "energy batteries."

The trick to fighting the three sisters is to take out Aleera and Verona first. They serve as "energy batteries" for their sister Marishka, who attacks you the whole time. Move in close and concentrate on pumping one of the sisters full of Shotgun blasts. Watch Marishka for motion clues. When she winds up, roll back in case she sends a shockwave or lightning beam in your direction. Hide behind the pillars to avoid (or at least minimize) the devastating lightning beam attack, and note that the shockwave can't reach the back section of the church (near the entrance).



When you defeat Aleera and Verona, Marishka gets angry and transforms into a demon.

The best time to attack is when Marishka shoots down her lightning column. The column appears below your feet a split second before it hits. Dodge and immediately fire. A second and third attack follow, so dodge and fire twice more. If a force shield goes up around one of the sisters, switch your attention to the second sister, because you can't penetrate this shield with your weapons. Fortunately, it drops after a few seconds.



Kill Marishka with patience and a well-planted "right" cross.

Kill both sisters and Marishka transforms into a flying demon. You must do a lot of dancing to withstand her one-two punch of lightning beam and her dive/grapple combo. Keep dodging and unloading the Shotgun on her. If you have any leftover finishing move slots, empty them on her for 50 damage a pop. You have at least one Life Replenisher (the one you secured outside the church entrance) so down that for extra life if needed.

Perseverance will prevail. With Marishka's death, you meet up with Princess Anna, who tells you that her brother Velkan has been bitten by a werewolf, and his studies about breaking the curse ended with his transformation. To continue your quest, you next start out in the family library, and you know you won't be reading books for long.



IGOR

Mission Objective

The hunchback known as Igor makes his home among the ruins of an old castle. He is the master tormentor of Valerious and his ancestors. Destroy him and you have taken the first step in winning their freedom.

Key Goals

1. Rack up power glyphs to buy items/moves in the Armory.
2. Add the Gas-powered Crossbow to your weapon arsenal.
3. Defeat Igor at the castle ruins.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Church Library	—	—	—	—
Library Passage	Blue Fell Spirits	Orange Fell Spirits	Fell Spirits	—
Graveyard	Dire Owls	Gargoyles	Dire Owls	—
River	Banshees	Banshees	Fell Spirits	—
Waterfall	Gargoyles	Shadow Warriors	—	—
Statue Area	Banshees	Shadow Warriors	—	—
Ruins	Igor	—	—	—

NOTE: In hard mode, banshees replace the fell spirits in the library passage. Also in hard mode, vampire bats/werewolves replace the gargoyles/shadow warriors at the waterfall.

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Church Library	—	YES	—	—	—	—
Library Passage	—	—	—	—	YES	YES
Graveyard	Gas-powered Crossbow	YES	YES	YES	—	—
River	—	YES	—	—	—	YES
Waterfall	—	—	—	—	—	—
Statue Area	—	—	—	—	—	—
Ruins	—	—	—	—	YES	—

Cheat Glyphs

Location	Cheat Reward
Library Passage	Color Body
Graveyard	Big Melen
Waterfall	Plain World
Statue Area	Metal Body



Weapon of Choice

Gas-powered Crossbow The rapid-firing Gas-powered Crossbow beats out the Shotgun for delivering more damage in a shorter amount of time.



Mission Boss Igor



Life Points: 650

Strongest Attack: Grenades
(12 damage)

Resistances: None

Vulnerabilities:

Tojo Blades (+50% damage),
Alternate Tojo (+25% damage)

Church Library



Hit the ladder with a Tojo attack to dislodge the Life Increaser above.

Learn a little about Anna's family and the area by reading through the books in the library. Notice a ladder to your right. Hit the ladder with a Tojo attack to dislodge a Life Increaser on the high platform above.



Check the bookcase near the room's center for a secret passage.

Collect the Life Increaser and walk over to the bookcase near the middle of the room. Search the wall and *after* you get the examination message, search it again for a hidden doorway. The bookcase topples—you've found a secret passage back to the outside.

Library Passage

Shatter the statues in the passage for power glyphs.



Take the staircase down to the secret passage below the library. It's tight quarters for a short walk. No worries, though, as the first monsters you face, blue fell spirits, don't appear until you reach the first chamber. Shatter all the statues along the wall for some extra power glyphs.



Wall jump up to the top of the main statue for a Speed Boost.



At the first chamber (the one with the large statue at the center), gun down the fell spirits before examining the statue. There's a Speed Boost at the top, and to gain it, you must perform a wall jump up and over the statue. Land on the small platform up top to retrieve the Speed Boost.



Waylay the orange fell spirits in the next corridor.

Proceed into the next corridor and blast the orange fell spirits as they appear. To the right of the spawning point, find the Color Body cheat glyph concealed behind the crates and barrels. To walk around looking like a rainbow, institute the cheat.



Snatch the Color Body cheat glyph behind the crates.

You have one last task in the secret passage area. On the stairs before the door into the mausoleum, jump up on each spire (at the base of each banister). If you leap high enough, you release a power glyph dump at each spire.



You can trigger two glyph dumps above each spire on the passage stairs.

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Graveyard



The Gas-powered Crossbow waits for you in the mausoleum.

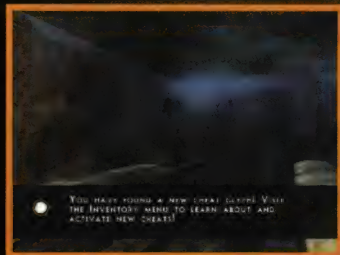
You've entered one of the most important places in *Van Helsing*, if you want to power yourself to the moon, that is. Your Gas-powered Crossbow rests up on the second coffin to the left. More than any other weapon, your Gas-powered Crossbow can deal steady damage with minimal expense. Against creatures such as dire owls and banshees, you can exploit their vulnerabilities and blow them away in half the time.

CAUTION

Game-breaking cheats such as Big Melee make combat easier, but monster hunting won't be as challenging.

The mausoleum also offers the Big Melee cheat. Jump into the coffin behind the Gas-powered Crossbow and search for it. The Big Melee cheat gives you a big fighting boost. It enlarges your Tojo Blades (and later, your Dual Scimitars) to approximately four times normal size. You inflict serious damage at a much greater range with Big Melee on. If you decide to use the cheat, invest in Tojo Fire at your first opportunity for some even greater damage possibilities.

The Big Melee cheat glyph hides in the back coffin.



When you leave the mausoleum, make sure your Gas-powered Crossbow is ready. Dire owls attack immediately, and they can be relentless. Don't get swarmed by two or three of them or they'll rip you apart. In the graveyard, it's difficult to maneuver between the walls, trees, headstones, and the mausoleum in the middle.



Dire owls tear at your flesh viciously if you stand still.

However, the Gas-powered Crossbow helps a ton. Hold the ranged fire button down and keep rolling out of the way of any clump of owls. If they pin you, switch to Tojo Blades, cut them off of you and run to the mausoleum's far side. Gain some space by jumping up on the mausoleum roof and fighting them there (or leaping to a safer battle zone).



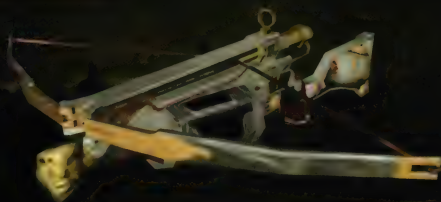
If the owls swarm, you're doomed.

Dodge as best you can and keep the Gas-powered Crossbow pressure on them. Eventually, you thin out the flock. You can use a finishing move to help out here.



Use the mausoleum's roof to scramble for open space and return fire.

After the battle, climb up on the roof and pocket the Life and Ammo Replenishers. During the fight, if you're running low on life, immediately leap up and eat the Life Replenisher. It does you no good to keep it for later if you can't get through the current encounter.



MISSION 3: IGOR



Down the last dire owls to gain a Life and Ammo Replenisher.

Gather all the power glyphs in the graveyard. Don't forget the Life Increaser at the front gate. After all, two of these equal another 10 life to keep you around longer.

Remember the Life Increaser at the front gate.



The only way out of the graveyard is the statue puzzle at the top. Stand in front of the statue, aim, and fire a Gas-powered Crossbow bolt into it. This swings open the back gate, giving you access to the river area.



Fire your new Gas-powered Crossbow at the statue to open the cemetery gate.

Keep in mind that, should you return, the monster setup will be different. Instead of dire owls, you'll fight gargoyles, and your Gas-powered Crossbow just bounces off their rocky skin. Switch to your Shotgun if you return for a second battle. You also can leave the area and come back to clear the dire owls if you're having a problem killing them the first time around.



If you return to the graveyard a second time, you face gargoyles instead of dire owls.

River



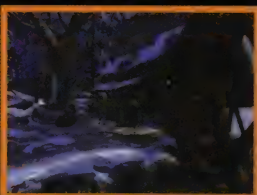
Hello banshees, good-bye life.

Down by the river, your first encounter with banshees mesmerizes you for a moment. They seem beautiful, until their chests rip open and they unleash a horrible scream.



Punish the banshees with continuous Gas-powered Crossbow bolts.

Feed them a steady diet of Gas-powered Crossbow bolts and walk around in a large circle so they can't strafe you with a scream. They aren't very tough, so you should make quick work of them.



Blow open the boarded window with your Shotgun and gain another Life Increaser.

Head over to the house and put a Shotgun blast through the boarded window. You unlock a secret compartment with another Life Increaser inside. You're gaining strength with each one, which you'll need in the boss fights ahead.

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Visiting the river a third time brings fell spirits instead of banshees, including your first look at the purple kind.

If you return to the river a second time, you'll battle banshees again. However, a third time reveals fell spirits in their place. The fell spirits come with the purple kind, the first time you've met them. Naturally, they're tougher than the blue and orange kinds, and they have a lightning column attack that can burn you to a crisp if you're not paying attention. When you see the lighting pool at your feet, dodge to either side. Go after those nasty purple fell spirits before their weaker counterparts. To enjoy more power glyphs, wall jump up onto the house's awning then jump again on the roof. Walk across to the cross and trigger a special glyph dump.

Waterfall (lower)



Your first waterfall encounter is gargoyles.

Follow the river to the waterfall's base. When you enter the area the first time, have your Shotgun ready to fight more gargoyles. In the tight canyon area, you can usually pin the gargoyles to the stream bank or walls and get them in an endless loop of Shotgun fire until they perish.



The second waterfall encounter is shadow warriors.

Enter the lower waterfall area a second time and you fight shadow warriors. These enemies are masters of martial arts and any ranged attack you use on them will be drastically reduced. If you've stocked up on Ground Strike or any other close-combat maneuver, engage them in hand-to-hand combat. You can try a ranged attack, but the shadow warriors are fast and won't take kindly to bullets and bolts.



Close combat inflicts more damage on shadow warriors.

When you've vanquished your waterfall enemies, hop up on the short rock outcropping to the waterfall's right. From here, you can spot a grapple point high up on the cliff. Grapple-climb up to that ledge and again to the next ledge, putting you on the left side of the waterfall.



Grapple up to the top of the waterfall.

If gargoyles are circling the area, they may try to fly at you on either ledge area. Shoot them when you can, but don't get too close to the edge or they may hit you with a rock throw from off screen or knock you off the cliff (and you'll have to repeat the climb). If shadow warriors have claimed the area, you have to fight two of them before you can pass into the statue area ahead.

Statue Area



Banshees protect the statue first.

Banshees float around the statue in the next area. Armed with a Gas-powered Crossbow, circle the statue and keep walking as you blast them out of the sky one by one. If you enter the area a second time, expect shadow warriors in place of the banshees.



A second trip throws shadow warriors at you in the statue area.

There's a winged-serpent compartment in the statue pedestal. Unfortunately you can't access it until you have the Alternate Gas-powered Crossbow. Inside, you find the Metal Body cheat glyph, which is fun, but hardly essential.

The Metal Body cheat glyph inside the statue pedestal can be obtained only if you own the Alternate Gas-powered Crossbow.



At first, the statue area seems to be a dead end. However, if you leap atop the statue pedestal, you can punch the statue with your Tojo Blades and shatter it. The statue falls and acts like a bridge to the upper waterfall area.



Crack the statue to form a bridge to the upper waterfall area.

Waterfall (upper)

Fight gargoyles or shadow warriors at the waterfall's top.



Gargoyles attack you at the waterfall's top landing. Fight them as you would anywhere else, dodging their dives and rock throws as you return fire with the Shotgun. If shadow warriors show up, switch to melee and pound them into the snow.



The Plain World cheat is one of the more difficult ones to find.

CAUTION

If you jump too close to the waterfall's edge while attempting the Plain World cheat, you may fall to the bottom and have to climb the cliffs all over again.

After the combat quiets, go after the Plain World cheat glyph. It lies on the ledge far off to the right of the waterfall, which can be reached only with a grappling hook. Leap up on the tall rock pillar to the right of the waterfall edge. It's a very precise jump, so it may take you several tries to land in the center. Be careful that you don't jump too far toward the cliff edge or you'll fall to the river bottom and have to repeat the whole climb. Once you land the jump, string out your grapple and swing over to nab the glyph on the far ledge.

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Ruins



Igor invites you back to his battle arena to play.

Finally, you've reached the boss of the third mission, Igor, the chief torturer to the spirits of House Valerious. He taunts the local spirits a bit and then leads you into his battle arena.



Dodge Igor's fiery assault and grab the Speed Boost from behind the locked portcullis.

Igor can be a very challenging opponent if you don't think defense first. He teleports around, making him an ever-changing target, and he lobbs fireballs and grenades all across the arena. Nowhere is safe; you must dodge before each enemy hit or it's a lost cause.



Rain Gas-powered Crossbow fire back at Igor.

Load up your Gas-powered Crossbow and hold down the ranged attack button. You don't really care where you're aiming. Because Igor bounces around often, concentrate on bouncing around yourself to avoid his damage and let the Gas-powered Crossbow bolts strike whenever they can. If you have a spare moment, roll over to the portcullis (the locked gate below Igor when he starts) and pick up the extra Speed Boost. Use it if you have trouble dodging Igor's attacks.



You beat Igor, but he escapes in the confusion.

With enough Gas-powered Crossbow hits, you defeat Igor, but you don't kill him. During the battle's climax, a werewolf appears to distract you, and Igor disappears in the confusion. The werewolf is Prince Velkan, Anna's brother, and you've got another problem on your hands. It's on to Mission 4.



THE WOLF MAN

Mission Objective

Once bitten, a man who becomes a werewolf is no longer a man. He is but a shadow of his former self. He's part human, part animal, and evil guides his path. The Wolf Man is no exception. Show no mercy on him—he is lost.

Key Goals

1. Collect as many power glyphs as you can.
2. Get the Translucent Fiend cheat in the bridge area.
3. Defeat The Wolf Man at Vaseria Gate.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Graveyard	Purple Fell Spirits	Banshee	—	—
Bridge	The Wolf Man	—	—	—
Fountain	The Wolf Man	—	—	—
Valerious Manor	Gargoyles	—	—	—
Vaseria Gate	The Wolf Man	—	—	—

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Graveyard	—	—	—	—	YES (±2)	—
Bridge	—	—	—	—	—	—
Fountain	—	—	—	—	—	—
Valerious Manor	—	—	—	—	—	—
Vaseria Gate	—	—	—	—	—	—

Cheat Glyphs

Location	Cheat Reward
Bridge	Translucent Fiend



Weapon of Choice

Alternate Pistols Because this mission is all about chasing the werewolf The Wolf Man, you should be armed with a weapon harmful to his body and soul.



Mission Boss



THE WOLF MAN

Life Points: 700

Strongest Attack:
Charge (10 damage)

Resistances: None

Vulnerabilities:
Alternate Pistols
(+50% damage)

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Graveyard



The fleeing werewolf leaves a trail of rewards in its wake.

From the fight up on the ruins with Igor, you're now on the trail of The Wolf Man. His trail is easy to follow—broken gates and walls, smashed debris with glyphs strewn about, and, in case that wasn't enough, his giant footprints in the snow.



Blow the fell spirits back to the netherworld.

You begin in the graveyard and immediately get attacked by a bunch of purple fell spirits. They can form on either side of the mausoleum, so if you keep getting hit by the lightning column attack and can't find your aggressor, jump up on the mausoleum roof and look for the missing spirit.

Collect the Speed Boost at the broken cemetery gate.



After the fell spirits in the graveyard drop, head down to the cemetery gate. You couldn't pass through the gate before, but now it's not a problem—The Wolf Man took the gate clear off its hinges. Grab the Speed Boost there before you continue.



Retire more fell spirits loitering at the well.

More fell spirits attack around the well. Circle the area, blasting them with the Shotgun and sucking up the reward glyphs. After the shooting, flip down into the well and grab a second Speed Boost for future use.



Drop back into the well for a second Speed Boost.



MISSION 4: THE WOLF MAN

If you enter the graveyard area a second time, expect banshees in place of fell spirits. Because you have the Gas-powered Crossbow, the banshees are actually easier. If you're down on life or power glyphs, step out and back into the area to rack up kills.



Finish off the banshees if they show up near the well.

Bridge



The Translucent Fiend cheat glyph remains hidden on the cliff in the bridge area.

There's not much to do in the first section of the bridge area. Head straight down the street and stop in front of the large cliff. You couldn't get it before because you didn't own the Gas-powered Crossbow, but now you do, so jump up and unlock the Translucent Fiend cheat glyph. Up top, shoot your Gas-powered Crossbow into the statue (aim if you're having trouble) and the cubby cracks open with your glyph.



The Wolf Man crashes through a building to attack you fiercely.



Run through the next section of the bridge area. The Wolf Man comes crashing out of a building to your left, and if you keep running, he can't grab or swipe you.



One or two good shots send The Wolf Man fleeing—for a short while.

It's not much of a fight if you act quickly. One or two good shots with your Gas-powered Crossbow drive The Wolf Man away to the next area. You have to face him in the fountain area again for a short battle before the final showdown at Vaseria Gate.

Fountain



Use the fountain as an obstacle between you and The Wolf Man.

In the fountain, The Wolf Man sticks around a little longer, but it's the same game plan. Keep the fountain between you and The Wolf Man and hit him with as many bolts as possible. Wound him enough and he runs for it again.

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Valerious Manor



As a change of pace, you fight gargoyles in the manor area instead of an angry werewolf.

As an interlude, you battle some gargoyles in the Valerious Manor area. Remember to switch off your Gas-powered Crossbow (it doesn't affect them) and pull out your Shotgun for some violent resolution. Don't let the gargoyles wound you too much, because your big encounter with The Wolf Man comes next.

Could The Wolf Man have gone this way?

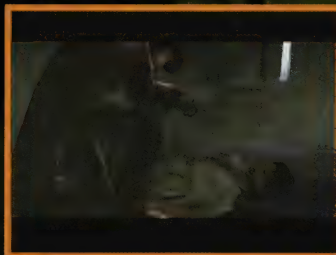


Vaseria Gate



The Wolf Man will rip away at you unless you can rattle him with the Shotgun.

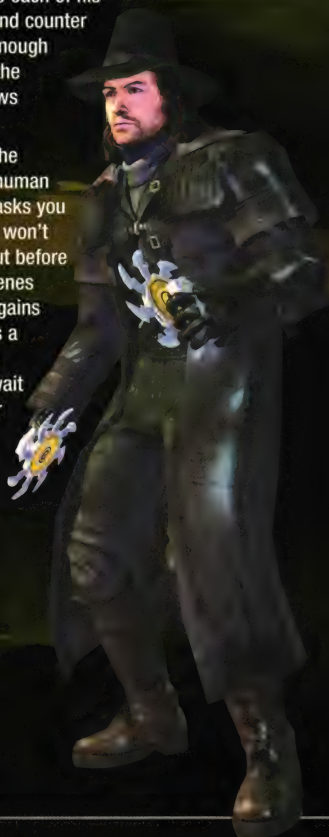
After all the chasing, you corner The Wolf Man at Vaseria Gate (or does he corner you?). The Wolf Man is very fast; don't let him hit you once or he'll hit you three or four times in a series of ripping uppercuts. If you put some distance between yourself and him, he'll charge straight for you and might end up plowing through you for good measure. Unless you have practiced against hundreds of shadow warriors, do not attempt to fight it out hand-to-hand against The Wolf Man. He most likely will overpower you in three or four engagements.



When you beat The Wolf Man, he reverts to his human form.

You grabbed two Speed Boosts in the graveyard area, and now's a good time to pop one open. A Speed Boost puts you on even footing with the fleet-footed werewolf. Switch to your Alternate Pistols if you haven't already done so and prepare for the Big Dance. Dodge each of his charges or swings, and counter with hot lead. With enough bullets in him, even the mighty werewolf slows and falls.

Upon his defeat, the werewolf reverts to human form. The Wolf Man asks you to kill him so that he won't harm anyone else, but before you can, Anna intervenes and The Wolf Man regains wolf form and makes a getaway. A complete victory will have to wait for another day ... or full moon.



CASTLE FRANKENSTEIN

Mission Objective

Castle Frankenstein is the place where you will learn of Dracula's greatest ambitions. Do not fear. Climb its highest tower. Discover what he uses to power his experiments.

Key Goals

1. Recover both the Alternate Shotgun and the Lightning Gun.
2. Complete both challenges in the mission.
3. Square off against Dracula for the first time.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Windmill	Shadow Warriors	Dire Owls	—	—
Path	Banshee	Orange Fell Spirits	—	—
Courtyard	Gargoyles	Shadow Warriors	Banshees	—
Main Lobby	Dwergers Workers	Dwergers Workers	Dwergers Warriors	—
Library	Dwergers Workers	Banshees	Fell Spirits	—
Armory	Dwergi	Dwergi	Dwergi	—
Hall	Fell Spirits	—	—	—
Observatory	Dwergi	Banshees	Dwergi	—
Garden	Shadow Warriors	Gargoyles	—	—
Morgue	Fell Spirits	—	—	—
Gear Room	Dwergi	—	—	—
Shaft	Dwergi	—	—	—
Pygmy Bat Room	Pygmy Bats	Pygmy Bats	—	—
Laboratory	Dracula	—	—	—

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Windmill	—	YES	YES	—	—	—
Path	—	—	—	YES	—	—
Courtyard	—	YES	YES	—	—	—
Main Lobby	—	—	—	—	—	—
Library	—	—	YES	—	—	—
Armory	Alternate Shotgun	—	—	—	YES	—
Hall	—	—	—	YES	—	—
Observatory	—	—	—	—	—	—
Garden	—	YES	—	—	—	—
Morgue	—	—	—	—	—	—
Gear Room	—	—	—	—	—	—
Shaft	—	—	—	—	—	—
Pygmy Bat Room	Lightning Gun	—	—	—	—	—
Laboratory	—	—	—	—	—	—

NOTE: Find Easter Eggs in the library and the observatory.

Cheat Glyphs

Location	Cheat Reward
Courtyard	Unlimited Speed
Gear Room	Armory Anytime
Laboratory	Archaic Clothes

Weapon of Choice

Lightning Gun. You find the Lightning Gun in this mission, and it works great on the dwergi that are plentiful here. Plus, the Lightning Gun is the best at recharging your alternate ammo source.

Mission Boss Dracula



Life Points: 1,000

Strongest Attack:

Ice Ring (12 damage)

Resistances: Lightning Gun

(-50% damage), Alternate

Lightning Gun (-50% damage),

Alternate Tojo (-50% damage)

Vulnerabilities: Alternate

Pistols (+100% damage)

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Windmill



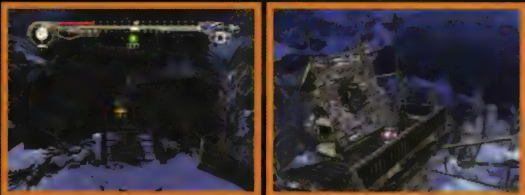
Battle shadow warriors at the windmill bridge.

Your adventure to Castle Frankenstein won't go anywhere until you destroy the shadow warriors guarding the windmill bridge. Engage them in hand-to-hand combat, or range them with your Gas-powered Crossbow if you have time, but watch that you don't get into too long of a battle. You don't want to take a big hit to your life total so early in the mission.



Retrieve the Life Replenisher from the bridge.

Fortunately, a Life Replenisher sits on the bridge, so you can heal back up if the battle goes long. If possible, save it for this mission's boss, the ever-tough Dracula.



Shotgun your way into the windmill and grapple to the top for a Life Increaser.

Remember back in Mission 1 when you couldn't get into the windmill? Well, now you can thanks to the Shotgun. Head up the hill and blast the door into fragments. Inside, shoot your grappling hook up to the top balcony and pull yourself up. You've discovered a Life Increaser to make yourself that much harder.



Dire owls attack on a second pass through the windmill area.

You've successfully cleared the area. Should you come back this way—and you will when you bring back an Easter Egg for the windmill pedestal—the monsters change to flying dire owls. Switch combat tactics and use ranged attacks exclusively while dodging their deadly talons.

The Path



Banshees prowling the path before the castle.

A short path connects the windmill area and the castle grounds. On your first visit, the spectral banshees hold the way. As usual, feed them a continuous stream of Gas-powered Crossbow bolts and dance to either side of the path to avoid a counterattacking scream. On a second trip, orange and purple fell spirits cause a slightly larger battle.



Fell spirits guard the path on your second trip.

At the trail's halfway point, jump up on the rock outcropping to your right. From there, shoot your grapple over to the left rock and score an Ammo Replenisher. It can prove handy later on against Dracula.

MISSION 5: CASTLE FRANKENSTEIN



Find an Ammo Replenisher atop the rock outcropping midway down the path.

Courtyard



Many gargoyles patrol the courtyard on your first visit.

All the stone gargoyles you see about the courtyard—up on the stone walls and on the front step banisters—animate and attack as you draw near. The gargoyles stretch from the entrance to the far grounds with the trees and locked gates. You need to perform a lot of flawless rolling and Shotgun blasting to finish these brutes off without a hole in your defenses.

A Life Replenisher glows atop the second carriage.



When you clear out the first section of the courtyard, you can leap up on the second carriage and grab a Life Replenisher. Depending on your current health status, you may need it right away.



Slay the gargoyles in the second part of the courtyard to earn a Life Increaser.

Continue to the courtyard's backyard. More gargoyles circle the area. Fell them all to retrieve the valuable Life Increaser on the ground next to the withered tree to your left.



Return trips to the courtyard will see shadow warriors and banshees.

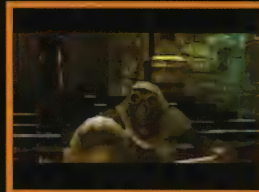
You may not want to fight through all these enemies again in the courtyard, but there comes a time when it's impossible to avoid. On return trips, the gargoyles are replaced by shadow warriors and banshees. Adopt the correct battle tactics for each monster and you'll be fine.



A nearly impenetrable door locks away the super-powerful Unlimited Speed cheat glyph.

Though you can't access it on this play through the game, the Unlimited Speed cheat glyph is hidden up on the castle tower wall. You can grapple up to the ledge from a secret grapple point by the tree below. To gain the glyph, you need to destroy the door with the Alternate Gatling Gun, which you cannot acquire until Mission 12.

Main Lobby



Dwerger are small, but not necessarily harmless.

Once you make it inside the castle, things get easier, right? Not quite. The main lobby holds a huge host of dwerger workers. On their own, the little buggers can't do much to you, but together they prove a formidable force.

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**Trouble follows a
dwerger swarm.**

There are several spawn points around the room. If you wander too far from the entrance or run around in circles, you will activate them all at once, and that's bad news. Concentrate on rolling back and forth near the entrance. Otherwise, the dwerger workers pin you into a corner or against a side wall and deal lethal damage.



Pick them off
with your Gas-
powered
Crossbow.

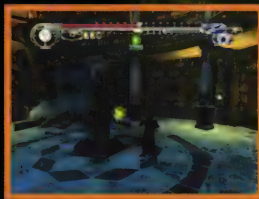
Pull out your Gas-powered Crossbow and plug the closest dwerger, then move to the next closest. If you kill the first few quickly, you carve a gap between you and the charging horde. By the time the closest dwergi close that gap, they'll be dead. Once in a while, the dwerger swarm catches up to you. Use melee to bat them off of you only as a last resort. It's better to jump over them or dodge to the side and find a new safe zone. You can always leap up on the banquet table or run up the stairs for protection too.

Tip

THE MAIN LOBBY IS THE GAME'S BEST LOCATION TO EARN POWER GLYPHS. YOU CAN KILL LARGE DWERGER HOSTS IN A SHORT TIME FOR TREMENDOUS WEALTH.

You pass through the main lobby many times in your travels. That's good. The lobby offers a prime spot for collecting power glyphs. With so many monsters to slay, your power glyph total skyrockets. By mission's end, it's not unlikely that you'll own 10,000 power glyphs.

Library



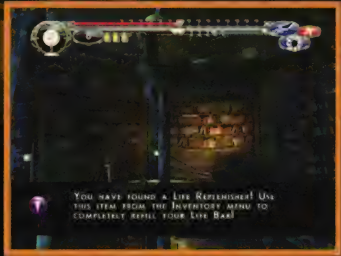
Shoot the library statue for a hidden puzzle.

The leftmost door in the main lobby leads to the library. After you clear the dwergi from the area, enter the library for some peace and quiet—at least, temporarily.



**Battle more
dwerghi in the
closer library
confines.**

A statue stands in the room's center. It's a double puzzle. First you have to shoot your Gas-powered Crossbow into it to cause the base to rise out of the floor. This also unlocks the pulley door on the right balcony in the main lobby. The second half of the puzzle requires the Alternate Shotgun. When you gain that, you'll return here.



Grab a Life Replenisher from the library's balcony level.

In the meantime, your Gas-powered Crossbow shot stirs some dwerger workers into attacking you. You don't have as much room to maneuver in the library, but there are fewer dwergs, so the odds even out.



MISSION 5: CASTLE FRANKENSTEIN



Swing to an alternate balcony exit.

With the dwergi dispatched, jump up to the library's balcony level. The broken section on the room's far side holds a Life Replenisher. Fire your grappling hook into the chandelier from there to swing to the other balcony half (or jump up to it from the rubble near the fireplace). The larger section of balcony holds a second door out of the library. Take it to set up your second battle against the main lobby dwergi.



Swing back and forth on the chandelier and shoot down on the lobby dwergi.

From the balcony level in the main lobby you can shoot your grapple and swing back and forth on the large overhead chandelier. Hold the ranged fire button and pick off a slew of targets without much risk. Against workers, your only concern will be power glyphs vanishing before your swing ends (you may want to drop down and collect them). Dwergen warriors, however, can pitch axes at you, and an axe hit will knock you from the chandelier.

The second library entrance spawns banshees.



Duck into the library a second time and banshees show up. If you don't know how to kill them by now, consider succumbing to their siren song and sitting out the war against Dracula.



Dwergen warriors show up in your next lobby battle.



A third trip into the library brings out the fell spirits. Don't let the orange fell spirits claw you, and make sure you take out the purple ones first so they can't hit you with a lightning column attack.



Fell spirits litter the library floor after your third encounter there.

Armory



From the balcony corner, grapple over to the now-opened pulley door.

When you've had your fill of collecting power glyphs from dead dwergen bodies, climb up to the lobby balcony and head to the back right corner. At the edge where the balcony has collapsed, a grapple point gives you access to the pulley door. Swing over and push into your jump so you land on the small balcony landing in front of the door.



All three dwergen kinds attack you in the armory.

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A long, winding staircase leads down into the armory. Here you've got a Speed Boost, the Alternate Shotgun, and every species of dwerger imaginable. With workers, warriors, and captains battling together, you have a very difficult fight on your hands.



Retreat up the stairs for breathing room.

Try not to trigger the whole room at once. In fact, it's best to leave the Speed Boost and Alternate Shotgun until last, after you've dealt with all the monsters. Activate the dwergs closest to the stairs (which include workers and warriors) and rely on your normal tricks. Hit at range with the Gas-powered Crossbow as best you can, and smash with your Tojo Blades if you get surrounded (much more likely in here than the main lobby). When the battle heats up, retreat up the winding stairs and continue your Gas-powered Crossbow barrage. Descend after you've cleared the area.



If you lose your hat, the dwerger captain steals it and wears it as a souvenir.

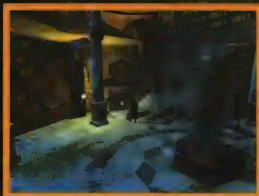
The dwerger captains hang in the back, preferring to guard the Alternate Shotgun and fire rifle blasts and grenades at you from behind their troops. It's possible to pick at them through the columns from the front of the room. If you fight or dodge into the back, you draw the captains out with the rest of the horde.



Beat the last captain and you can gather the Speed Boost and Alternate Shotgun.

After what seems like a hundred dwerger kills, you'll clear the armory with patience and hard work. Collect the two prizes and return to the library.

Challenge #5



Destroy the statue base and recover your second Easter Egg from the fireplace.

Now it's time to get another Easter Egg. Load up your Alternate Shotgun and blast the statue's base. This releases the egg, which rolls down into the fireplace. Retrieve the Easter Egg and double back to the windmill area.



The windmill pedestal brings you to the fifth challenge.

Insert the Easter Egg into the windmill pedestal. It brings you back to the Challenge Hub, and opens the fifth challenge: "Time Attack." To complete the challenge, you have one minute and 30 seconds to eliminate every fell spirit on the grounds—and there are a lot of them!



Completing the "Time Attack" challenge rewards you with the Fell Skin cheat glyph.

The challenge would be easier with the Gatling Gun. However, you don't have that particular weapon yet, so arm yourself with the Shotgun and get in the fell spirits' faces. Hit each one at point-blank range to inflict maximum damage. You won't kill them all in a single shot, but you should down them in two. You can't afford to take three shots on any single fell spirit.

Stand in the middle of the first spawning area and keep firing to bring them all down. Move on to the next and the next, switching to your Alternate Shotgun whenever you've built up the ammo supply. Consider using an Ammo Replenisher or two to help you blow through the undead faster. If you're having serious trouble, use a Speed Boost to fire through more attacks.

The Hall



Blow open the hall door and annihilate the fell spirits on the other side.

After you've gained your Fell Skin cheat reward, return to the castle's main lobby. Now you can open the big door on the room's far side with the Alternate Shotgun. Enter the hall beyond and battle the fell spirits with Shotgun blasts.



A hidden loft holds another Ammo Replenisher.

Before you leave the hallway, look for a hidden grapple point on the left wall by the far door. Shoot up to the wooden loft area above and lift the Ammo Replenisher there. It's time to fight some more dwergi.

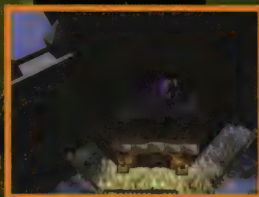
Observatory



Remove the dwergi patrolling the observatory.

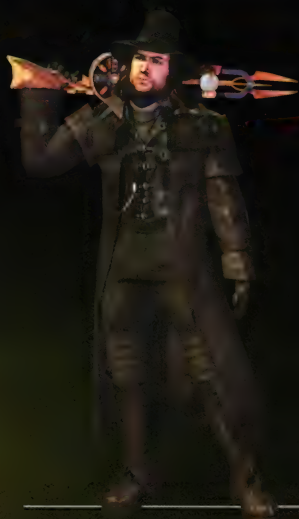
This time around, the observatory doesn't have much for you other than lots of power glyphs from dwergi. The first batch comes at you from your left. Eliminate them from the doorway with your Gas-powered Crossbow, then turn your attention deeper into the room. Sweep around to your left and drill anyone charging at you. You'll be back for more observatory work soon.

The Garden



A Life Increaser is yours for the taking above the garden balcony.

Look overhead when you leave the observatory. There's a small ledge above the garden balcony. Leap up there, then jump to a second ledge with a set of winged-serpent doors. Shatter the doors with your Alternate Shotgun and recover another Life Increaser.



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The third Easter Egg pedestal rests in the garden.

Flip down into the garden. The third Easter Egg pedestal (which you'll activate shortly) stands in the back between the observatory and the morgue. Walk out from there and take on the shadow warriors that want a piece of you. Leave them in pieces.



Avoid bruises in your full-contact spar with the shadow warriors.

The Morgue

An elevator brings you down to the morgue.



The building next to the Easter Egg pedestal houses an elevator. Step on it and the elevator creaks you down to the basement morgue.



Knock back the fell spirits on your stroll through the morgue.

More fell spirits block your path. At this point, they're more like free power glyphs unless you get caught in the morgue's tight confines. Hit everything that moves with the Shotgun.

Gear Room



A dwarf worker tries to surprise you at the gear room entrance.

The dwergi have a little trick up their sleeves in the gear room. A single warrior spawns behind you after you enter the room. He attacks from behind, while his dwarf captains throw grenades at you from across the room.



Pound the dwarf worker captains with your Gas-powered Crossbow.

To prevent massive damage, run into the room to trigger the dwarf warrior, then retreat to the doorway. Attack him from the entrance area and the dwarf captains can't reach you with their grenades. After the warrior falls, enter the room and step left. Now roll back and forth while shooting your Gas-powered Crossbow to crush all the captains.



The Armory Anytime cheat glyph rests in an alcove that can be destroyed only by the Alternate Gatling Gun.

MISSION 5: CASTLE FRANKENSTEIN

Although you can't gain the Armory Anytime cheat this play through the game, it's located in the gear room. If you move as close as you can to the gears, you discover a hidden grapple point that brings you up to the Armory Anytime platform. Only the Alternate Gatling Gun (Mission 12) breaks through the barrier.

The Shaft



Combat dwergi amid spooky, green containers.

Your power glyph counter continues to climb through another confrontation with dwergi. Circle around the shaft in the middle of the room for protection while you rain Gas-powered Crossbow bolts on all the enemies. You shouldn't run into trouble unless you get hung up on some of the eerie equipment through the room.



The grapple point in the shaft brings you to the pygmy bat room.

When you kill the last dwerger, jump into the middle of the room. A grapple point brings you up to the pygmy bat room, where you'll find the Lightning Gun.

Pygmy Bat Room



Just entering the strange room with the Lightning Gun stirs the pygmy bats into a frenzy.

Pygmy bats may be small, but they are bloodthirsty. When you enter the room, a dozen of them stir into a frenzy and attack from all angles. Dodge and weave constantly to avoid damage. Fire your Gas-powered Crossbow when you can, but mostly avoid losing life.



Slay the pygmy bats with your dodge-and-weave tactics.

If you can roll two or three times down the long room, you can regain your footing and concentrate fire on a single pygmy bat until it drops. Repeat back and forth until you've got the pack down to a manageable number.



The prized Lightning Gun rests on the upper balcony on the far side of the pygmy bat room.

The door at the end of the room is locked. You can enter the laboratory beyond with the help of the Lightning Gun, which rests on the balcony overhead. Flip up to recover it with your grappling hook. Now you have some errands to run before opening the door to the laboratory and fighting Dracula for the first time.

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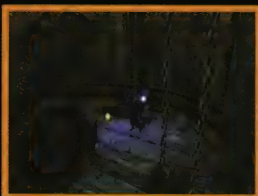
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The Lightning Gun powers the elevator in the shaft to bring you up to the laboratory.

Drop down out of the pygmy bat room and run through the shaft area to the door that leads to the gear room. In the gear room, destroy any dwergi that pop up, then stand in front of the power receptacle to the right of the door. Aim with your new Lightning Gun, and pump a single charge into the receptacle. The gear room grinds into motion. You've now powered up the elevator in the shaft area to bypass the pygmy bat room and bring you up to Dracula's laboratory.

Challenge #1



Back in the observatory, a lightning blast reveals another Easter Egg.

Before you tackle Dracula, complete this challenge. Return to the observatory (back through the morgue and the garden) and shoot a single charge into the energy receptacle along the back wall. Your juice powers up the room, which drops a telescope platform into place. Behind the telescope, another Easter Egg waits.



The "Knightfall" challenge taxes your endurance and dexterity.

Leave the observatory and drop down next to the egg pedestal in the garden. This Easter Egg transports you to the Challenge Hub and unlocks Challenge #1, "Knightfall."

In "Knightfall," you must destroy all the statues that line the sides of the lower room and the back wall of the upper area. The catch? You can't do it yourself. Gargoyles fly around the room, and while they try to kill only the flesh-and-blood creature in the area, you must trick them into charging into the statues. It takes a lot of practice to destroy all the statues within the three-minute time limit.



Finish the challenge and gain the Dwerger Skin cheat glyph as a reward.

CAUTION

Watch that the gargoyles in this challenge don't knock off your hat while destroying the statues for you. You don't want to leave your hat behind in another dimension.

It helps to run between the targeted statues and jump up and down to enrage the gargoyles into a charge. Avoid the rock throws to stay alive, and if a gargoyle attack isn't forthcoming, Grapple Strike the nearest one to draw him into melee range. A Life Replenisher or Speed Boost can help you through the challenge too.

The Dwerger Skin cheat becomes your reward for defeating the gargoyles, or should I say, the statues. After you catch your breath, return to the shaft area and the elevator up to the laboratory.

The Laboratory



Dracula won't play nice, so expect no mercy.

You finally get your showdown versus Dracula. Up in the laboratory, you find that Dracula has The Wolf Man tied up amid his diabolic experiments. Dracula hints that many centuries ago you and he were friends until you betrayed him. Your foggy memory gives you no clue to whether or not that's true.

MISSION 5: CASTLE FRANKENSTEIN



Avoid Dracula's icy attacks if you want to live another few minutes.

The battle will be fierce and over fast if you don't watch out. Switch to Alternate Pistols and hammer away with them until your ammo runs out. Even then, stick with the regular Pistols or Gas-powered Crossbow to recharge; although the Lightning Gun recharges the best, Dracula is resistant to it and you need to keep the damage coming.

During the fight, take a slight detour. Flip into the vat with the green liquid behind The Wolf Man. It may be a chore during combat with Dracula, but it's the only way to gain the Archaic Clothes cheat glyph, and it's a lot of fun. Remember that if you die, you won't have the cheat in your inventory and will need to gather it again before beating the master vampire.



The Archaic Clothes cheat, one of the game's most fun, is submerged in this vat of green liquid.

Dracula counters with a series of deadly attacks. His ice columns strike in threes, so dodge three times when you see one arriving. His ice meteor and ice ring are difficult to dodge. The ice ring billows out from him when you get close, so keep a 10-foot radius away from Dracula if possible. The ice meteor slams down from the sky, and only two consecutive dodges will avoid an ice-cream headache.

Vanquish Dracula's easiest incarnation with your Alternate Pistols.



The worst part about fighting Dracula is his ability to teleport out of the way and slam you with a counterattack. Play the same game as always—dodge first and return fire when you have an opening. If you can hit him with two or three full Alternate Pistols runs, that should bring him to his knees.



Dracula cheats. He summons pygmy bats to cart you away when he loses.

Of course, Dracula doesn't lose that easily. When you "win," he summons his pygmy bats to swarm you. As they bite and claw, you have no choice but to let them drag you out of the castle and drop you through the windmill and into the ice caves beneath. The fall doesn't hurt as much as the pain of knowing you were *that* close to defeating the head honcho.



FRANKENSTEIN CAVE

Mission Objective

Legend has it that demons of unspeakable horror live in the caverns beneath the Castle Frankenstein. Be not thwarted by such evil—there is no telling what knowledge may be found there.

Key Goals

1. Gather both Life Increaseers in the caves.
2. Upgrade to the Alternate Gas-powered Crossbow.
3. Fight Frankenstein for the second time.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
First Cave	Ice Wisp	Ice Wisp	Ice Wisp	—
Second Cave	Fire Wisp	Fire Wisp	Fire Wisp	—
Third Cave	Lightning Wisp	Lightning Wisp	Lightning Wisp	—
Frankenstein's Cave	Frankenstein	—	—	—

Weapons and Items

Location	Weapon	Life Increaseer	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
First Cave	—	YES	—	YES	—	—
Second Cave	Alternate Gas-powered Crossbow	—	YES	—	—	—
Third Cave	—	YES	YES	—	—	YES
Frankenstein's Cave	—	—	—	—	—	—

Cheat Glyphs

Location	Cheat Reward
Second Cave	Sick Player



Weapon of Choice

Alternate Gas-powered Crossbow. Not only do you gain the weapon here, but it improves damage against the ice and lightning wisp. Be careful against the fire wisps, though; they're resistant to the magic bolts.

Mission Boss Frankenstein



Life Points: 900

Strongest Attack: Lightning Charge (15 damage)

Resistances: Lightning Gun (-50% damage), Alternate Lightning Gun (-50% damage)

Vulnerabilities: Alternate Shotgun (+50% damage), Alternate Gas-powered Crossbow (+50% damage), Alternate Scimitars (+50% damage)

MISSION 6: FRANKENSTEIN CAVE

First Cave



Three ice wisps attack you at the bottom of the first cave.

Ever get head-butted by a skinless skull? Well you're about to. Wisps fight dirty. When they're not zapping you with their many attacks, they zoom in and clock you with their forehead. Worse yet, if you kill them at close range, they explode and wound you as a going-away present.



Explode as many wisps as you can at range with the Gas-powered Crossbow.

The Alternate Gas-powered Crossbow works best against the ice and lightning wisps, though you should opt for your regular Gas-powered Crossbow against fire wisps. You won't gain the Alternate Gas-powered Crossbow until the second cave, so until then keep loading the plain Gas-powered Crossbow. Try to find spaces in the caves where you have some room to maneuver. Try standing in the middle of a larger area, fire up at the wisps, then roll to a side space when the wisps converge or shoot out an attack.

You meet up with an Ammo Replenisher climbing up the cliff.



The ice wisps in the first cave are the easiest of the bunch. The ice beam can kill you quickly if you stand in its path, but it's slow so you can move away from the swath at almost walking speed. Dodge the beam and the bobbing skulls, and hit them from multiple angles. If you draw them down into the pit, fire until they descend, then climb back up to assault them from the higher elevation.

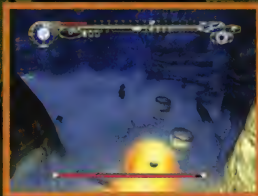


Before you leave the area, fish out the Life Increaser from its lonely crag.



After the ice wisps vanish, hop up on the short ledge on the opposite side of the cave. You see a grapple point to the next ledge, then another one again. Pocket the Ammo Replenisher as you climb up. The final grapple point swings you over to the last ledge before the doorway to the second cave. Don't leave yet. Below you a Life Increaser hangs out on a small ledge that you can drop down on. Once you have the Life Increaser you can leave the area.

Second Cave



Fire wisps don't like the cold shoulder treatment. They come after you if you ignore them.

Fire wisps are hot-headed to say the least. They arrive in ill temper when you enter the second cave and quickly dive down to harass you. They stick around longer than the ice and lightning wisps because they aren't vulnerable to the Alternate Gas-powered Crossbow. Beside the charge, fire wisps can spew out a ring of fire or blast you with explosions that burn you to ash if you stand still for long.



Shatter the last fire wisp before you open the door to the Sick Player glyph.

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Move around and chip away with your Gas-powered Crossbow. When they swarm you below, climb back up to the original landing and attack them there. It's possible to shoot just over the ledge's lip and catch the fire wisps without fear of a counterattack. When they all lie smoldering, open the winged-serpent door in the pit with your Shotgun and recover the Sick Player cheat glyph.



A side passage holds the Alternate Gas-powered Crossbow upgrade.

From the starting ledge, grapple over to the middle ledge, then back across to the side ledge. Don't go left yet; that's the exit, and you want the Alternate Gas-powered Crossbow first. In the side tunnel, find the Gas-powered Crossbow upgrade in a miner's cart and use it on the door at the back of the tunnel to gain a Life Replenisher. Collect the last few power glyphs on the last section of cliff and move on to the third cave.



Break the door with your new Alternate Gas-powered Crossbow and collect the Life Replenisher behind it.

Third Cave



Lightning wisps have a greater range than the other two wisps, but still fall to a well-timed Gas-powered Crossbow attack.

Lightning wisps add a third weapon to the standard wisp charge and beam: a lightning column attack. This one can hit you from anywhere in the area, which means lightning wisps that are off screen can damage you. Before you embark on a battle plan, try to find all the lightning wisps in the first area.

A second wave of lighting wisps waits in ambush up by the remaining glyphs.

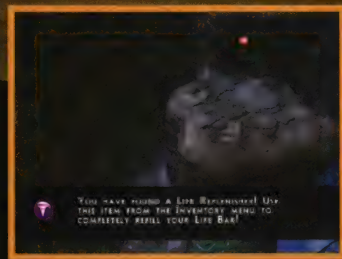


A second wave of lighting wisps waits for you on the far end of the cave when you try to climb the cliffs for the important glyphs. Dodge the lightning attacks and try to lure a single wisp down to the bottom level to engage one-on-one. The Alternate Gas-powered Crossbow should obliterate a single wisp in moments. If you plan on using an Ammo Replenisher, leave your Alternate Gas-powered Crossbow on and make quick work of the last few wisps.



Find the power glyph dump atop the rock pinnacle.

Before you climb the back cliffs, search around the side for a secret grapple point (next to the big rock pinnacle). Your grapple pulls you up to the point of the outcropping and releases a power glyph dump.



Look behind the rock column for another Life Replenisher.

Jump up to the back cliff and walk around in back of the curving rock column (it makes an almost half moon shape). In the back, search and you're rewarded with a Life Replenisher. Leap up to the next ledge, then grapple behind you for a Life Increaser on the left back ledge.

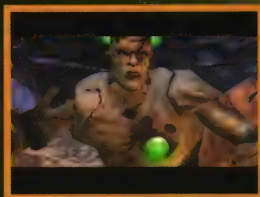
MISSION 6: FRANKENSTEIN CAVE



Grab the Life Increaser before you destroy the exit wall with your Alternate Gas-powered Crossbow.

Continue back up the ledges on the right side and you come to an apparent dead end. However, you can break the wall with your Alternate Gas-powered Crossbow. Aim and fire a single shot to open the way to Frankenstein, round two.

Frankenstein's Cave



You interrupt Frankenstein at his fire, and he doesn't welcome the intrusion.

You find Frankenstein at a campfire in the caves. When you disturb him, he attacks and charges straight for you. Frankenstein has a number of attacks that can bury you. If he stomps, move out of the way or you'll be stunned by his shockwave. He can punch or grapple with you, and it won't look pretty when he tosses you around like a marionette.



Frankenstein is strong and will punish you if you give him openings.

Your Alternate Gas-powered Crossbow deals the most damage. Unload it until you have no more ammo, then switch to your normal Gas-powered Crossbow to recharge. If you're feeling daring, try to trade punches with the big galoot. If you can Ground Strike or Air Strike fast enough, you keep him on his heels long enough to cut him up.



Cut into Frankenstein with your Tojo Blades.

Fifty blows later, you should bring Frankenstein back down to reality. He gives up and you both realize that the true fight is not with each other but with Dracula. He fills you in on some of Dracula's background—including the fact that he's using The Wolf Man as a living "battery" for his ghastly experiments—and you both vow to team up against the tyrant. Alas, the good fortune doesn't last more than a few seconds as you discover The Wolf Man spying on you for Dracula. Frankenstein's master now knows your plans and will be more prepared the next time you face off.



After the fight, you realize Frankenstein is not the enemy and offer him a friendly hand.



RETURN TO CASTLE FRANKENSTEIN

Mission Objective

The Castle Frankenstein is the site of Dracula's greatest ambition—the place where he believes he can bring his progeny to life. You must besiege it, and wrest it from his grasp.

Key Goals

1. Find the Dual Scimitars to increase your melee weapons.
2. Square off against The Wolf Man again.
3. Battle Dracula for a second time.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Waterfall Cliff	Vampire Bats	Gargoyles	—	—
Cave	Vampire Bats	Shadow Bats	—	—
Upper Cliff	Werewolves	Werewolves	—	—
Tower Courtyard	Werewolves	Werewolves	—	—
Tower Interior	The Wolf Man	—	—	—
First Roof	Werewolves	Werewolves	—	—
Second Roof	Shadow Bats	Banshees	—	—
Third Roof	Dracula	—	—	—

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Waterfall Cliff	—	YES	—	YES	—	—
Cave	Scimitars	—	YES	—	—	—
Upper Cliff	—	YES	—	—	YES	YES (x2)
Tower Courtyard	—	YES	YES	YES	—	—
Tower Interior	—	—	—	—	—	—
First Roof	—	—	—	—	—	—
Second Roof	—	YES	YES	—	—	—
Third Roof	—	YES	—	—	—	—

NOTE: Find an Easter Egg on the waterfall cliff.

Cheat Glyphs

Location	Cheat Reward
Waterfall Cliff	Metal Fiend
Tower Courtyard	Small Fiend



Weapon of Choice

Alternate Pistols. It's the only reasonable weapon against most of the mission's harder foes, including regular werewolves, The Wolf Man, and Dracula.



Mission Bosses

THE WOLF MAN

Life Points: 1,000

Strongest Attack: Wall Leap
(13 damage)

Resistances: Lightning Gun
(-40% damage)

Vulnerability: Alternate
Pistols (+50% damage)

DRACULA

Life Points: 1,200

Strongest Attack: Swing
Teleport (18 damage)

Resistances: Lightning Gun
(-60% damage)

Vulnerabilities: Alternate
Pistols (+150% damage),
Alternate Gatling Gun (+100%
damage), Dual Scimitars
(+50% damage), Alternate
Scimitars (+50% damage)

MISSION 7: RETURN TO CASTLE FRANKENSTEIN

Waterfall Cliff



You meet vampire bats for the first time at the waterfall cliff.

Your first encounter in Mission 7 pits you against vampire bats, cousins to the pygmy bats you fought in the castle. Vampire bats bite you and hold on, or spit a blood gob attack to knock you off balance. Their swarming can cause a problem as you duck one way only to run into another coming straight at you.



Fight back fiercely or the bats will consume you.

The Gas-Powered Crossbow deals the most effective damage and has enough speed to knock the bat back while delivering the killing blows. In close, swing your Tojo Blades to smash the beasts back far enough to whip out your Gas-Powered Crossbow again.



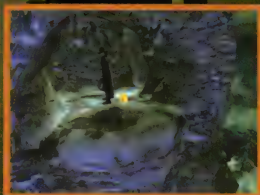
Double jump up the cliff face to reach a Life Inverter.

With the bats finally silenced, search the area for items. Near the entrance before you reach the waterfall, look for a towering rock formation on the left side. Double jump high enough to land on top and grab the Life Inverter at the summit.



A hidden cave behind the waterfall contains an Ammo Replenisher.

Continue to the waterfall and duck through the curtain of pouring water. You enter a small cave that contains some breakable crates and an Ammo Replenisher along the back wall. Scoop up the goodies and walk past the waterfall to the cliff landings on the right.



Your fourth Easter Egg rests to the left of the cliff path.

Use your grapple hook to climb the cliff face. On the ledge before your second grapple point, jump up to the small alcove on the left. Your fourth Easter Egg stays out of sight in this small area. Gather it and press on to the top of the waterfall.



Slide over the edge to drop on the outcropping.

Inside the top cave, creep over to the edge where the icicles hang down and obscure a clean view. You see water pouring over the edge just in front of you. In the correct spot, you can hold the jump button and instead of jumping, you slide over the edge and land on the outcropping between the sheets of water. Congratulations, you've found the Metal Fiend cheat glyph, one of the more difficult cheats to stumble across if you don't know exactly where to look. Turn around and jump back up to the ice cave. If you fall, make the summit again.

The Cave



The Wolf Man startles you at the mouth of the cave area, but leaves you till later.

As you enter the cave area, The Wolf Man jumps out and scares you. However, he doesn't want to fight yet, so he runs off and lets you trail him deeper into the cliff caves. More vampire bats attack—knock them out of the air as fast as possible with the Gas-Powered Crossbow. The cave system winds around, so you can shoot at the bats from the cover of rocky turns.



More vampire bats want to sink their teeth into you.

Past the vampire bats, the Dual Scimitars wait for you on a pedestal. Once you have them, your melee attack increases significantly. The Dual Scimitars have a much greater range than the Tojo Blades, and each individual swipe deals more damage. In close combat against werewolves and shadow warriors, they can slice through the enemy before it can mount an offensive show.

The Dual Scimitars are yours!



On the ledge past the scimitar pedestal, use a double jump to reach a Life Replenisher. Hop up on the short ledge and wall jump off the right cliff face. While in midair try to grab the item. If you don't nab it on the first try, rotate the camera enough to see exactly where it is.



Double jump up the cliff wall beyond the Scimitar pedestal to find a Life Replenisher in a pocket alcove.

At the top of the ledges, switch from Gas-Powered Crossbow to Lightning Gun. Shadow Bats are up next, and they're resistant to a ton of weapons, but not the Lightning Gun.



Torch the shadow bats with your Lightning Gun.

Compared to the other bats, shadow bats fly slowly. You can afford to shoot off the Lightning Gun, which has a long wind down between shots. To speed up your electric volleys, dodge after each shot, which resets the gun's trigger. While dodging bites, swoops, and spits, don't step in any black, smoky pools. These are the residue of dead shadow bats, and touching them inflicts minor damage on you.

Upper Cliff



In melee against the werewolves, break out the Dual Scimitars.

You've been chasing The Wolf Man up to this point, but he's not the only werewolf in these parts. Lesser werewolves guard the area around The Wolf Man and put your new melee attacks to the test.

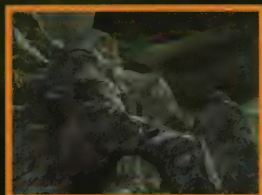
MISSION 7: RETURN TO CASTLE FRANKENSTEIN



At range, the Shotgun with its knockback holds the beasts at bay.

Werewolves spring at you and rush you like linebackers every chance they get. In close combat, a werewolf might flurry, which means several claws attack raking your body in a half second. You want to avoid this, so blast away from the perimeter with the Gas-Powered Crossbow or Shotgun for some knockback action.

Unfortunately, the area where you fight the first werewolves doesn't allow for much movement. You probably should draw your Dual Scimitars and dive into melee. You have the advantage with attacks that reach several feet to the werewolves' several inches.



Activate a glyph dump above the stone arch near the werewolves.

After the werewolves are out of the picture, jump up on the stone arch that stretches over the entrance to the werewolf den. From there, jump up again to a rock ledge that triggers a power glyph dump.



Grapple Jump to reach the small ledge with the Speed Boost.

Drop back down and climb the ledges to the landing next to the waterfall. You can't see the other side, but a small ledge contains a Speed Boost. Stretch out your grapple, and even though there's no grapple point, you can perform a Grapple Jump and leap across the divide to land on the ledge. Scoop up the Speed Boost and try a second Grapple Jump to get back.



A second glyph dump lies atop this rock pinnacle.

Back on the main trail, you can reach a second glyph dump from the same ledge that you Grapple Jumped from. Look to the rock pinnacle towering on your right. A wall jump puts you on top and lets loose lots of green glyphs.



The next Life Increaser hides on a remote summit before the tower courtyard entrance.

This area contains one last item. Continue your climb up the spiraling walkway. Before you enter the courtyard gate, jump up on the rock archway above. From there, walk up to the top of the rocks and activate a hidden grapple point. Swing over to the other side and hop up the ledges until you recover the Life Increaser at the top.

Tower Courtyard



More werewolves pollute the tower courtyard.

The tower courtyard appears deserted when you arrive, but it's an illusion. When you approach the midway point, several werewolves spawn and charge you. You have some room to maneuver in the courtyard, so take advantage with your Gas-Powered Crossbow. When pinned against a wall, switch to Dual Scimitars to cut through the fur bags.

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The Small Fiend cheat glyph falls out of the lion's mouth.

Circle the courtyard and trigger all the spawn points before you go searching. The first place to look, the lion's mouth by the broken fountain, holds the Small Fiend cheat glyph.



If you can reach the hidden alcove up on the balcony ledge, you earn another Life Increaser.

Cross the courtyard next and hop up on the Easter Egg pedestal. Grapple up to the ledge above and shimmy across the wall and around the corner. At the far end you find an alcove that you can blast open with your Shotgun. Add the Life Increaser to your "healthy" collection.



A Life Replenisher falls from the sky.

Speaking of health, if you're down on life, stand in front of the fountain (about two steps to the right of the stream) and look for a secret grapple point. Shoot your hook up into the sky and you pull down a Life Replenisher.

An Ammo Replenisher sits by the Easter Egg pedestal.



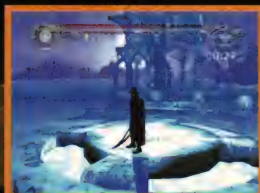
Finally, gather up the Ammo Replenisher by the Easter Egg pedestal. You may need that item on your next challenge.

Challenge #2



The tower courtyard pedestal unlocks the "Defend the Ring" challenge.

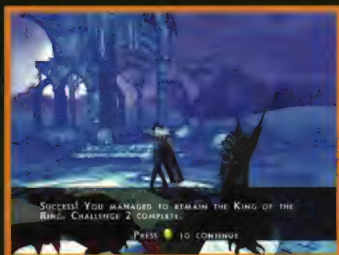
This unlocks Challenge #2, "Defend the Ring." It sounds relatively easy. Stand on the ring for 30 seconds and you win. Easy reward, right?



Don't let the dire owls knock you off the ring or you lose.

The problem: Huge dire owls scream out of the sky like atomic bombs and try to shake you lose. If they don't blast you clean off, they fly by and knock you off balance with their claws. At first, you'll be lucky to last 10 seconds.

MISSION 7: RETURN TO CASTLE FRANKENSTEIN

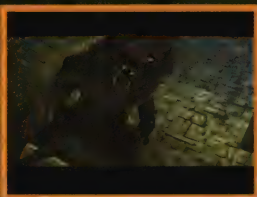
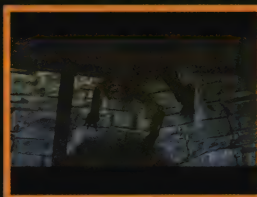


Circle the ring for 30 seconds and you win.

The key is to circle the ring and avoid standing in one place. Armed with the Gas-Powered Crossbow, hold the fire button and watch the screen for where your feet land (it's easy to slip off the ring even without the birds helping). If you can multitask well, forego the Gas-Powered Crossbow and manually trigger the Shotgun to kick the owls out of the sky when they dive at you. When you strafe with either weapon, you move at a more controlled rate, fast enough to avoid an easy splatter and slow enough not to stumble off the ring on your own.

It may take a hundred tries to complete the challenge. Eventually, though, you will conquer it. As a reward, you gain the Archangel Skin cheat glyph.

Tower Interior



Guess who's not amused you followed him?

Exiting the challenge, you're back in the tower courtyard and, alas, you have to fight more werewolves. Your previous extermination apparently didn't dissuade a new crew from wanting to maul your flesh.

When The Wolf Man grabs you—and he will—unload your Alternate Pistols into him. He may drop you unharmed.



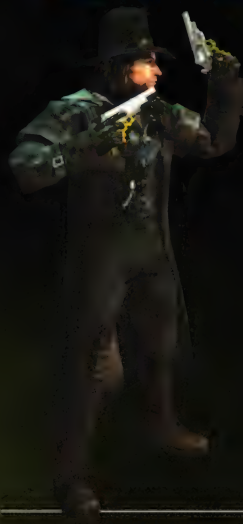
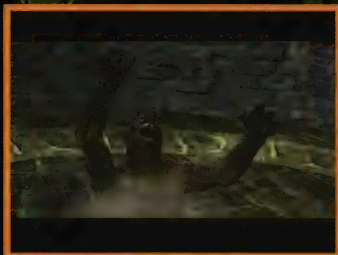
After the little werewolves have been put down, head into the tower interior and confront the big werewolf. The Wolf Man is in his environment inside the tower. He can run around the walls at full speed and launch from any point. His charge hurts, but not as much as his chokehold or flurry of claws when he has you on the ropes.



To throw off your defense, The Wolf Man runs around the wall in the tower.

You can defend against him. Use this rule: When you don't see The Wolf Man for more than two seconds, dodge. Most likely, he is preparing to charge you and the dodge will roll you out of harm's way. Be patient with your damage, and if he gets in close and grabs you, fire your Pistols as fast as your finger can trigger off rounds. Put enough bullets into his chest and The Wolf Man will release you unharmed. Fail to discourage him and he heaves you into the nearest wall for extra damage.

You down The Wolf Man for a second time.



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Alternate Pistols cause the greatest damage to The Wolf Man. Continue the assault, and if you get low on life, pop a Life Replenisher. You also can dip into your inventory for an Ammo Replenisher (when your Alternate Pistols eat all the ammo up) or a Speed Boost to try to match The Wolf Man's quickness.

First Roof



No, The Wolf Man hasn't split into three. It's more common werewolves.

Though you put enough slugs into The Wolf Man to seemingly stop him, he escapes nevertheless. His final attack knocks you out of the tower and onto a nearby rooftop. With no The Wolf Man, you have to make do with the more common variety werewolves that infest this area as well.

Slice through the furry monsters.



Second Roof



Shadow bats soar around the second roof.

Attack the second roof with your Lightning Gun in hand. Shadow bats patrol the area and bring along all their nasty resistances. Fire the Lightning Gun at a target and roll immediately to reset the firing mechanism. Fry all the shadowy creatures before partaking in the reward treats.



A Life Replenisher shines in the compartment below the stairs.

During your battle, you might have inadvertently destroyed the door below the stairs. If not, your Lightning Gun can open it up safely now. Inside, you find a Life Replenisher, which you may need after your last few battles or may want to save for Dracula in the next area.



Out on the lower balcony, a Life Increase pulses pink.

Leave the stairs for now and cross to the front of the roof. If you step all the way toward the camera, you actually step out onto a balcony. Leap down and grab a Life Increase on the lower balcony. Use your grapple hook to swing back up. Now head up to face Dracula in a grudge match.



MISSION 7: RETURN TO CASTLE FRANKENSTEIN

Third Roof



The mission's last Life Increaser helps you out before your encounter with the vampire lord.

Take a pit stop and collect the Life Increaser on the stairs up to Dracula. You may need it.

On the rain-drenched third rooftop, Dracula holds Anna hostage. He demands that you give up your fruitless quest and turn Frankenstein over to him. You refuse, even if it means Anna's life, because you gave your word to protect Frankenstein. Dracula hurls Anna into the nearby portal and attacks.

Dracula holds Anna hostage and asks you to submit.



The vampire lord begins with a triple ice threat: ice rings, ice columns, and ice meteors. The ice ring brushes you back when you get in close to him. The ice columns land in threes and try to freeze you where you stand. The ice meteors descend from the sky and cause huge puffs of snow to billow up, making it difficult to see during the attack.



You can't quite reach the elusive Dracula with your Dual Scimitars.

You don't want to be hit by any of those attacks, but you really don't want to get hit by Dracula after he teleports. His swing after such a move deals 18 damage to one of your unprotected sides. You can avoid it only with a dodge at the right moment. Keep dodging and drive Dracula into the air if you want any hope of continuing.



Even if you can't see Dracula, fire.

Fire your Alternate Pistols for the whole fight. When you chew through the ammo, reload with one of your Ammo Replenishers. Even if you can't see him, fire on the vampire while he's floating around off screen. Better that he stays away from you and shoots off his ranged attacks.

Little by little, the vampire's life total comes down to "human" level. If you think you have him, stand firm and blast away with the Alternate Pistols even if it means taking an extra hit or two.

Your final blow causes a cutscene where Dracula summons his strength to destroy you once and for all. Suddenly, Frankenstein pushes over some rubble and buries Dracula before he can completely act. In the chaos, you fall through the floor and find yourself in a race against time.



ESCAPE FROM CASTLE FRANKENSTEIN

Mission Objective

The Castle Frankenstein cannot withstand Dracula's destructive power. If you find yourself in need of a quick escape, make haste to the courtyard. There you will find a most efficient form of transport.

Key Goals

1. Collect power glyphs to purchase your final moves.
2. Find the Alternate Lightning Gun for your arsenal.
3. Escape to the castle courtyard.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Laboratory	Dwergi	Wisps	—	—
Pygmy Bat Room	Dwergi	Dwergi	—	—
Hall	—	—	—	—
Shaft	Dwergi	Dwergi	—	—
Gear Room	Lightning Wisps	Dwergi	—	—
Morgue	Fell Spirits	Fell Spirits	—	—
Garden	Living Statues	Fire Wisps	Werewolves	—
Observatory	Vampire Bats	Vampire Bats	—	—
Courtyard	—	—	—	—

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Laboratory	—	—	—	—	—	—
Pygmy Bat Room	—	—	—	—	—	—
Hall	—	YES	—	—	—	—
Shaft	Alternate Lightning Gun	—	—	—	—	—
Gear Room	—	—	—	—	—	—
Morgue	—	—	—	—	—	—
Garden	—	—	—	—	—	—
Observatory	—	—	—	YES	—	—
Courtyard	—	—	—	—	—	—

Cheat Glyphs

Location	Cheat Reward
No cheat glyphs in this mission	

Weapon of Choice

Lightning Gun. Dwergi are the most plentiful on this level, and the Lightning Gun incinerates them best. You get to upgrade the Lightning Gun with its alternate counterpart in the shaft room.



Mission Bosses

No bosses in this level



MISSION 8: ESCAPE FROM CASTLE FRANKENSTEIN

Laboratory



You barely escape Dracula's destructive power and now must race through the castle.

After Frankenstein's sneak attack on Dracula, you get blasted through the floor and end up playing tag with more dwergi in the laboratory—the same place you fought Dracula the first time.

Back in the laboratory, dwergi give you a hard time.



Don't let the dwerger workers run up and poke you, and stay on guard against the warriors' thrown axes and the captains' grenades. Cut through the dwerger horde with the Dual Scimitars if a cluster gathers near you.



Don't let the dwergi slow you down for long.

Stairs at the room's far end lead down to the pygmy bat room (the door to these stairs was locked on your way up the castle). Keep in mind that when you return, the dwergi will be upgraded to wisps. You get to fight each wisp type—ice, fire, and lightning—on a return visit. Roll constantly and fire your Alternate Gas-Powered Crossbow at the ice and lightning wisps first. When only the fire wisp is left, Shotgun it or use Alternate Pistols.



One of each wisp type appears on a second laboratory trip.

Pygmy Bat Room



Fire down the pygmy bat room at the emerging dwergi.

The pygmy bats have left the building. They're not in the pygmy bat room; dwergi have taken refuge here. Opposite to your last battle here, you begin at the stairs end and must fight back to the end with the big hole in the right wall. The Gas-Powered Crossbow can take care of business here. Slide back and forth to avoid thrown axes and grenades, and hold down the fire button for a steady barrage of bolts. As you clean up a spawn point, move in and suck up the power and life glyphs. Eventually, you'll plow through them all and arrive on the other side.

The Hall



A new passage connects the pygmy bat room and hall.

Before you leap down the shaft, continue around the next big pillar. A door has been opened since your last visit; it connects this room to the hall. It would be a shortcut except that the hallway has collapsed. Still, you can gain a Life Inreaser on the floor by the debris.

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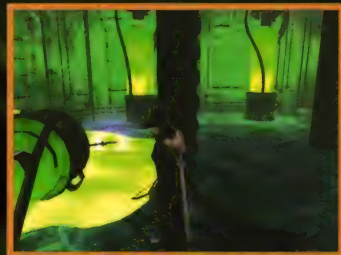
Retrieve the Life Increaser in the collapsed hallway.

The Shaft



Let the dwergi know you've had enough of them already.

Remember your battles with the dwergi the two rooms before? Repeat. You have the circular shaft room to work with here, which gives you maneuverability. Punish them with either the Gas-Powered Crossbow or the Dual Scimitars—your preference.



The Alternate Lightning Gun survives a bath of green goo.

During the fight you might notice a pool of spilled goo. Dracula's temper tantrum has shattered one of the tanks, and the Alternate Lightning Gun has tumbled out. Add it to your growing collection of superb weaponry.

Gear Room



Lightning wisps guard the gear room.

Lightning wisps attack in the gear room. Due to the tight space, the wisps can hurt you badly. Their lightning beams and columns are all over the place. Roll into the room, blast away with the Alternate Gas-Powered Crossbow if possible, then roll back to the corner by the door for a buffer zone. You may need a Life Replenisher after this room.



Continue your run through the castle's second half.



MISSION 8: ESCAPE FROM CASTLE FRANKENSTEIN



The Morgue



Purple fell spirits linger near the entrance.

Equip your Shotgun when you enter the morgue and prepare to rattle some bones and shake some skulls. Fire the Shotgun at point-blank range when the spawn points erupt in front of you. The knockback from the Shotgun should kick the fell spirits far enough away to avoid melee. Two shots apiece should down any fell spirit in the place.



A blue fell spirit attempts to stop you from reaching the elevator.

The Garden



Two living statues make their debut.

Ready for the toughest common monster encounter yet? The garden might sound like a place of nurturing and growth; Dracula's minions, however, have perverted it into a cold, stark place of death. First up on the hit parade—the living statues.



Your Alternate Gas-Powered Crossbow explodes the living statues.



With 300 life and a strong sword swing, living statues will give you some lumps. Gas-Powered Crossbow bolts bounce off them with no effect, though the Alternate Gas-Powered Crossbow has great results. Fire a few magical bolts at them and the living statues explode.

Tip

THE ALTERNATE SHOTGUN SHELLS THE LIVING STATUES WITH SERIOUS KNOCKBACK. IF YOU NEED ROOM, BLAST THEM OUT OF THE WAY WITH THE MAGICAL PELLETS.

Unless you break open an Ammo Replenisher, your alternate ammo source will dry up. You can switch to other ranged weapons, but, due to resistances, it could take a long time. You may be better off attacking with your Tojo Blades or Dual Scimitars, so long as you can dodge the living statues' powerful blows.

Fire wisps inhabit the garden on your second visit.



If you're having trouble getting past the living statues, return to the morgue, blow away a few fell spirits, then return to the garden. Fire wisps spawn instead of the living statues. Do it



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again and werewolves spawn in the garden.

A third visit trades fire wisps for werewolves.

Courtyard



Run up the path to the broken courtyard gate.

Observatory



Slash through the vampire bats in the observatory.

It's more of a sidetrack than a necessity, but you may want to visit the observatory before departing for the courtyard. The room is infested with vampire bats, and it needs a good cleaning. Dodge around the room with your Gas-Powered Crossbow at the ready or slice into them with your Scimitars if you're in the mood for some melee.

An Ammo Replenisher sits on the telescope platform.



When you stop hearing flapping wings, search the back of the telescope platform to find another Ammo Replenisher on the ground. Collect it and head out to the courtyard.

Now you know what the Vatican hinted at when they asked you to head for the courtyard. Anna waits with a team of coach horses. She has been rescued by Frankenstein and now, in turn, has offered to rescue you from the collapsing castle.

Take her up on the offer. You want out of here as badly as she does. As you gallop toward the forest, it seems all clear until the demons Aleera and Verona arrive. They aren't happy about what you did to their sister back in Mission 2. It looks like your past deeds have come back to haunt you again.



FOREST PATH

Mission Objective

To access Castle Dracula you must first find the secret passage to the forest ruins—the very same that the hunchback calls his home.

Key Goals

1. Retrieve the Shadow Fiend glyph from its tricky hiding spot.
2. Slay both demons, Aleera and Verona.
3. Battle The Wolf Man in the forest clearing.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Forest Track	Aleera and Verona	—	—	—
Forest Clearing	The Wolf Man	—	—	—

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Forest Track	—	—	—	—	—	—
Forest Clearing	—	—	—	—	—	—

Cheat Glyphs

Location	Cheat Reward
Forest Track	Shadow Fiend



Weapon of Choice

Alternate Pistols. Verona practically explodes at the sight of them, and they deal heavy damage to The Wolf Man too. With no common monsters to worry about on this mission, you can leave them active at all times.



Mission Bosses

ALEERA

Life Points: 1,200

Strongest Attack: Fireball
(12 damage)

Resistances: None

Vulnerabilities: None

VERONA

Life Points: 1,200

Strongest Attack: Creeping
Blast (12 damage)

Resistances: Lightning Gun
(-50% damage)

Vulnerabilities: Alternate
Pistols (+150% damage),
Alternate Gatling Gun
(+100% damage)

THE WOLF MAN

Life Points: 1,450

Strongest Attack: Charge
(14 damage)

Resistances: Lightning Gun
(-20% damage)

Vulnerabilities: Alternate
Pistols (+50% damage),
Dual Scimitars
(+50% damage),
Alternate Scimitars
(+50% damage)

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Forest Track



Anna's coaches can't outrun the demon sisters.

Anna's rescue attempt has you barreling through the woods on two horse-driven coaches. The demon sisters, Aleera and Verona, spot your escape and plot revenge for the death of their sister Marishka. The horses' legs are no match for demon wings, and the sisters quickly catch up to you.



The demons blast you from the sky then swoop down for a closer look.

Several blown-apart trees later, the demons decide to drop down and engage you in a breakneck battle among the trees. For the most part, Aleera hangs back while Verona assaults. You're in favor of that tactic because Verona has a weakness to your Alternate Pistols and Aleera does not.



Keep the ice and fire attacks off of you with some timely damage of your own.

Dodge the fireballs and ice blasts as the demons fire at you from the side. You can safely return fire when you don't have damage coming your way. As long as the demons fly by your side, you usually can deal more damage to them than they do to you.



The demons' most devastating attacks come from the rear or atop the coach.

When the demons close in or worse, trail behind the coach, you have to worry. Verona's creeping blast from behind can smack you for serious damage, and you'll do less damage when she hangs back. Watch that a demon in the rear doesn't suddenly jet up and attack you on the coach.



Dodge attacks by leaping onto the horses up front.

Both demons also can cast a spell on the coach top—Aleera's sets it aflame and Verona's coats it in ice—and these spells deal continuous damage. If you don't do something quickly, you watch your life total bar slide down fast.

Thankfully you have an out. Whenever the attacks get too fierce, leap off the coach top and land on the backs of the horses up front. You can even fight from here, though you won't have any room to maneuver. When the demons' attacks focus on the coach top, leap to the horses, then leap back once the attacks have dwindled up there.



To fetch the cheat glyph, you must let yourself get hit while riding the horses and snatch the glyph as you pass under the coach.

MISSION 9: FOREST PATH

Keep dealing damage to the demons with your Alternate Pistols or your Alternate Gas-Powered Crossbow. Before you go for the kill, however, you have one other task. The Shadow Fiend cheat glyph is hidden on your coach. If you don't grab it now, it will perish with the coach at the end of the area.

Jump onto the horses. Allow one of the demons to hit you with an attack. This triggers a sequence where Van Helsing falls under the coach, drags himself to the back, and climbs up onto the coach top again. During this maneuver, search the coach back and come up with the cheat glyph before resurfacing on the coach top.



Finish off Verona with your Pistols, preferably the Alternate kind.

Now hammer Verona out of the game. Concentrate your fire on her and dodge back and forth on the coach top when the demons counterattack. Given enough time, you destroy her life total. Just don't get greedy—when you see those attacks, roll out of the way or leap to the horses. It might be a race, but it's a race you'll lose if you forgo defense.

Forest Clearing



The Wolf Man is not fooling around this time.

Dealing the last few points to Verona triggers a cutscene that shows Verona die in an ingenious trap set by Van Helsing. However, you get separated from Anna and Frankenstein in the other coach. Your coach ends up tumbling off a cliff, so it's a good thing you grabbed the glyph when you did.



It's possible to repel The Wolf Man's vicious attacks.

In the forest clearing, The Wolf Man shows up for a final battle. In his toughest incarnation, The Wolf Man moves like lightning and pounds like thunder. Unless you've mastered the art of the dodge, you will not survive this encounter. You must dodge two or three times to place distance from the swift The Wolf Man. Only when you're on the other side of the screen from him can you risk firing your Alternate Pistols. Even then, The Wolf Man charges as soon as he repositions himself.



A few gut shots with your Alternate Pistols tame the beast.

You can block some of The Wolf Man's killer blows. When he chokes you, trigger your Alternate Pistols as quickly as you can and he may release. In close combat—which you want to avoid unless you're pinned—wield your Dual Scimitars. They inflict 50 percent more damage and can parry some of the werewolf's nastier swipes.



Though defeated, The Wolf Man has one last charge in him.

In the end, your magic bullets do the trick. The Wolf Man falls and reverts to human form while dying. He thanks you for killing him, setting him free, then transforms to the werewolf one last time and lunges at you. Surprised, you don't get up your defenses in time and he bites you. Finally, he dies, but not before the curse of the werewolf has been passed on to you.

WEREWOLF'S CURSE

Mission Objective

Remember, it is the hunchback Igor who holds the key to Dracula's castle. Destroy him, and the key is yours.

Key Goals

1. Gain the Alternate Scimitars.
2. Retrieve the Metal Body cheat glyph.
3. Gain the castle key from Igor.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Secret Passage	—	—	—	—
Waterfall Cliff	Vampire Bats	Dire Owls	—	—
Statue Area	Living Statues	Werewolves	—	—
Ruins	Igor	—	—	—

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Secret Passage	Alternate Scimitars	—	—	—	—	—
Waterfall Cliff	—	—	—	—	—	—
Statue Area	—	—	—	—	—	—
Ruins	—	—	—	—	—	—

Cheat Glyphs

Location	Cheat Reward
Statue Area	Metal Body



Weapon of Choice

Alternate Gas-Powered Crossbow Its explosive power against the living statues and its rapid-fire potential against the mission's boss, Igor, give the Alternate Gas-Powered Crossbow top marks in this level.



Mission Boss Igor



Life Points: 1,400
Strongest Attack: Jumping Shockwave (15 damage)
Resistances: None
Vulnerabilities: Gatling Gun (+100% damage), Alternate Scimitars (+50% damage), Alternate Lightning Gun (+30% damage)



Secret Passage



Nothing protects the Alternate Scimitars. They are yours without a fight.

Your trek up the mountain to Castle Dracula leads you into a secret passage. There's no going back, because the rock seals shut behind you, so press on. Oddly enough, you don't have a single threat in the area. Even better, you gain a huge reward for free. The Alternate Scimitars, magnificent in close combat, rest on a stone pedestal in the second room. Pick them up and head to the waterfall cliff.

Waterfall Cliff



Vampire bats harass you on the first cliff.

Outside the scimitar cave, it's a different matter. A vampire bat swarm assaults the small ledge you end up on. With no room to dodge, break out your Dual Scimitars and start hacking. You may slice enough fur and wings to kill them all in close combat. Otherwise, repel the initial rush and switch to your Gas-Powered Crossbow against any foe still lingering in the air.



Beat the bats back with your Dual Scimitars.

There's only one battle at the cliffs. Flip down to the waterfall base and you initiate a second spawn point. More vampire bats flock around you, but this time you can dodge and roll to safety and whittle down life totals after each defensive move. Clean up all the glyphs after the battle. You don't want to litter, do you?

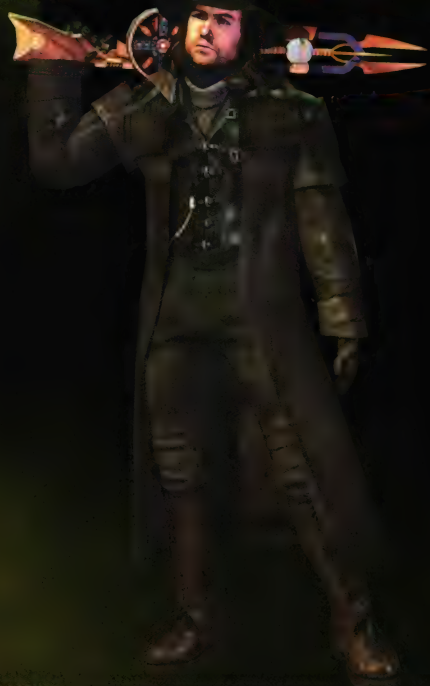
If you have space, shoot your Gas-Powered Crossbow at the fiends.



Climb back up the waterfall cliff face with the grapple points you used the first time around. Don't be caught off guard if more bats show up; they may try to knock you from your perch. At the top, simply walk up the hill to enter the statue area.



The battle takes you to the base of the cliff where more vampire bats pile on.



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Sometimes you can be forced out of the statue area due to heavy resistance, or sometimes you may want to respawn monsters to earn more power glyphs. Either way, your second trip to the waterfall cliff spawns dire owls instead of vampire bats. Your Gas-Powered Crossbow maneuvers work just as well against the owls.



Dire owls stand in for the vampire bats on a return to the waterfall.

Statue Area



The living statues ambush you at the pass opening.

Step inside the statue area and expect to go no farther. The statues around the area are actually living statues, and they block your path at the pass opening. If you don't cut through them and make a break to the area's far side, they will surround and pummel you into the ground. Between their huge sword swings, stomp shockwaves, and sword wave attacks, you have a chance only if you battle smartly.



Fight back with your Alternate Gas-Powered Crossbow and Alternate Scimitars.

Use only your Alternate Gas-Powered Crossbow or Alternate Shotgun to inflict the heavy damage. You can get in a loop with the Alternate Shotgun where you knock a living statue back and then hit it again before it can climb to its feet. The Alternate Gas-Powered Crossbow has better range and its explosion throws statues back too. When the attack draws near, Alternate Scimitars serve nicely to sever your closest target into broken artifacts.



Werewolves rush out of the woods on your second trip to the statue area.

In the event that you return to the statue area, the living statues will be gone (if you beat them the first time). In their place, three separate werewolf packs spawn and charge. Now that you're fully equipped with your Alternate Scimitars, wade through the fur with your longer melee weapons. You could pick them off with a Gas-Powered Crossbow, but the werewolves move fast and you can "cut" off the speed advantage by going strictly melee.



Hack the werewolves into tiny bits.

As a reward for all your hard work in the area, you can now break open the statue base with an Alternate Gas-Powered Crossbow shot (in Mission 3 you didn't have the opportunity). Pick up the Metal Body cheat glyph, hop up to the statue top, and follow the path to the waterfall top. Watch for another set of either vampire bats or dire owls to strafe you at the falls.



The Metal Body cheat glyph lies inside the statue base.

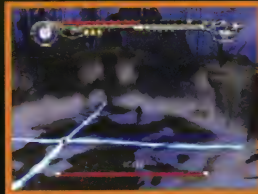


Ruins



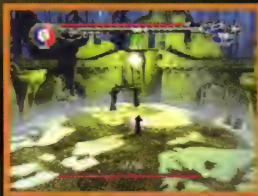
Igor threatens you from the ruins.

You arrive at the ruins and confront Igor. He won't give you the key to Castle Dracula willingly, so you have to kill him. That's okay, you didn't like him much anyway.



Igor's big attacks will drive you crazy.

Igor has a wide range of attacks that can drive you crazy. The most annoying is the energy net. Wherever it lands, the energy net shoots out lines of electricity that slowly circle the arena. Multiple energy nets can be in play at once, which leads to intersecting lightning arcs and not much room to dodge without electrocuting yourself. Each pass through an energy net strand deals eight damage to you.



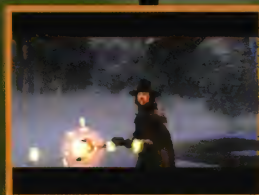
If you can't hit Igor in close, rely on the Alternate Gas-Powered Crossbow.

When Igor decides to attack you himself, he can jump off his platform and land with a 15-point shockwave. Other than that, you've seen his attacks before—projectiles, meteors, and grenades, all of which contribute to life-threatening damage totals.



Several dozen Alternate Gas-Powered Crossbow hits kill Igor for good.

As with your previous Igor battles in the arena, hold your Gas-Powered Crossbow attack (this time with Alternate Gas-Powered Crossbow when your ammo allows) while you dance around the arena. It's more difficult with the energy nets circling, but you can roll through a net without taking damage if you time it right.



Open the portal to Dracula's castle with Igor's key.

Avoid the explosions and electricity and Igor goes down for the permanent count soon enough. Grab the key from Igor, and with help from the Valerious spirit, unlock the portal to Castle Dracula. Like it or not, you have one final assault on the vampire lord himself.



ASSAULT ON CASTLE DRACULA

Mission Objective

You must breach the black tower of Dracula's castle and its narrow bridge. This is the only way to the vampire's coveted throne.

Key Goals

1. Recover the fifth Easter Egg and finish Challenge #3.
2. Gain the Gatling Gun in dwerger workshop.
3. Slay the demon Aleera on the Black Bridge.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Icy Cliffs	Dire Owls	Dire Owls	Dire Owls	—
Dark Cathedral	Vampire Bats	Shadow Bats	—	—
Pygmy Bat Cathedral	Ice Wraiths	—	—	—
Boiler Room	Dwergi	—	—	—
Dwergen Workshop	Dwergi	Dwergi	Dwergi	Dwergi
Ballroom	Lightning Wraiths	Banshees	—	—
Torture Chamber	Fell Spirits	Fell Spirits	—	—
Bedrooms	Fire Wraiths	—	—	—
First Bridge	Living Statues	Werewolves	—	—
Second Bridge	Aleera	—	—	—

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Icy Cliffs	—	—	—	—	—	—
Dark Cathedral	—	YES	—	—	—	—
Pygmy Bat Cathedral	—	—	—	—	—	—
Boiler Room	—	—	—	—	—	—
Dwergen Workshop	Gatling Gun	—	—	—	—	—
Ballroom	—	YES	—	—	—	YES
Torture Chamber	—	—	—	YES	—	—
Bedrooms	—	—	—	—	—	—
First Bridge	—	—	YES	—	—	—
Second Bridge	—	—	—	—	—	—

NOTE: You can find the fifth Easter Egg on the icy cliffs.

Cheat Glyphs

Location	Cheat Reward
Dark Cathedral	Shadow Body

Weapon of Choice

Gatling Gun. The Gatling Gun is almost equal to our current semiautomatic technology. This is one of only two missions to use it on, so have fun chewing through foes with the big gun.

Mission Boss Aleera



Life Points: 1,400

Strongest Attack: Wing
Combo (14 damage)

Resistances: Alternate
Shotgun (-50% damage),
Alternate Gas-powered
Crossbow (-50% damage),
Alternate Scimitars
(-50% damage)

Vulnerabilities: Alternate
Pistols (+100% damage),
Alternate Gatling Gun
(+100% damage), Alternate
Tojo (+50% damage)

Icy Cliff



Run up the cliff path to give yourself more room with which to fight the dire owls at the summit.

If you remember your encounter with the dire owls in the graveyard, you know how nasty these birds can be in a flock. Now imagine you're trapped on a thin cliff ledge with no room to move side to side and very little space forward and backward. That's the very situation you find yourself in at the start of this penultimate mission.



The Gas-powered Crossbow or Dual Scimitars work best against the birds.

The dire owls spawn from the glowing obelisk. You can fight them there, but you have more room at the summit. Run full speed up the cliff path to reach the summit before lodging a Gas-powered Crossbow bolt in an owl eye. Don't get caught on the ledge or you'll be slammed by the crashing owls or scratched to death on the rocks.



Haul the last Easter Egg until you reach the final egg pedestal.

After you skewer the owls, examine the door at the summit. It's another winged-serpent door with a surprise behind it. Whip out your Alternate Gas-powered Crossbow and smash it for your fifth and final Easter Egg. When you unite the egg with the hidden pedestal in Castle Dracula's bedroom, you battle the final challenge and gain the mega-powerful Rifle.

Dark Cathedral



Vampire bats want to suck your blood in the dark cathedral.

You know better, but you could swear Dracula was happy to have a visitor, seeing as the red carpet has been rolled out in the dark cathedral and all. This large church has vaulted ceilings that shelter vampire bats and shadow bats. Get ready to swap weapons between creature hits or you could fall prey to fangs.



Polish off the vampire bats before the shadow bats join the party.

The vampire bats flutter at you as you enter the cathedral. Slash at them or hit them with the Gas-powered Crossbow to drive them back, but don't press too far into the church yet. If you do, you trigger a spawn point of shadow bats from deeper in the cathedral.



Standard weapons don't work well against the shadow bats. Break out the lightning.

Try to eliminate the vampire bats before triggering the shadow bats. The "dodge and bolt" trick works great against the vampire bats. Fire a bolt or two, roll to an empty space, and come up firing again. Don't stop until one side is dead.

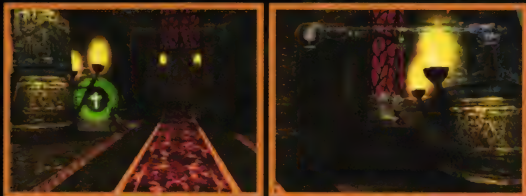
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Tip

WHILE DODGING IN A LARGE BATTLE, ROLL TOWARD THE GLYPHS FROM FALLEN MONSTERS. THIS WAY YOU SCOOP THEM UP WITHOUT LOSING YOUR DEFENSIVE MOMENTUM.

Attack shadow bats similarly, but use the Lightning Gun. Rolling with the Lightning Gun minimizes the gun's inherent firing delay. If you get stuck with both vampire bats and shadow bats, roll and fire at one creature type until they're gone. The switch weapons and annihilate the second species.



Cut into the pottery and coffins for extra loot.

After you've walked the whole church and triggered all the spawn points clean, smash everything in sight for more power glyphs. The vases and coffins hold glyphs, and you don't want to miss out on more rewards. You can't reach the Life Increaser yet; it lies on the balcony level, which you can access only after you leave the boiler room.



Shotgun through the door to the Shadow Body cheat glyph.

In the foyer near the icy cliffs exit, the Shadow Body cheat glyph rests behind the closed door. You can't open it by turning a knob. Break out your Shotgun and shatter it to splinters, then grab the cheat.

Pygmy Bat Cathedral



You rescue Anna from a dark altar, only to be separated from her moments later in a cave-in.

The next room is in much poorer shape and full of pygmy bat cocoons that hang from the ceiling. Anna is imprisoned here, chained by Dracula to a foul altar. You free her, but fate has something else in store as a cave-in separates you from the princess once again.

The cave-in also introduces a deadly enemy. Ironically, it's not pygmy bats that attack in the pygmy bat cathedral, but wraiths—your first encounter with them.



Your first encounter with wraiths chills you to the bone.

One concentrated blast by a wraith could destroy you if you stand in the effect too long. Avoid the super-blasts and break out the Alternate Shotgun for those rare moments when you aren't being assaulted.



Wraiths absorb damage from all but the strongest attacks.

Even against ice wraiths, the Shotgun's knockback effect forces the creatures away from you. That's good considering that a nearly dead wraith likes to explode in your face and inflict damage. Between the long reach of the ice wraiths' beam attack and the suicide bombings, pay attention to the battlefield and always move to the largest gap between two wraiths.

MISSION 11: ASSAULT ON CASTLE DRACULA



Slow reactions get you killed against the ice wraiths.

The door you entered from is blocked by a magical force field, so the recent cave-in offers you the only way out of the pygmy bat cathedral. Two chunks of rocks penetrated the twin grates to either side of Anna's altar. Search the altar first, then jump down one of the holes to access the next area.

The cave-in punched holes in the floor that lead to boiler room.



Boiler Room



Stand your ground against another dwerger horde.

Your old friends, the dwergi, are back in the boiler room. As soon as you enter, they drop their maintenance tasks and try to fulfill a lifelong desire to eat human flesh. Dissuade them with a healthy diet of bow and steel, with a smidgen of boot thrown in.



The dwerger captain will be the last to fall.

A lightning puzzle seals the door to the elevator. Search the larger boiler and fire the Lightning Gun until the voltage meter charges to full. After your fourth or fifth shot, the boiler kicks in, the fence withdraws in front of the elevator, and you have a free ride up to the balcony level.



A lightning puzzle seals the door to the balcony level.

Dwerger Workshop



Trace the balcony to the first grapple point on the side alcove.

The boiler room elevator takes you up to the balcony level that circles the cathedral. Run around the edge until you reach the first door. You're now on a small ledge in the dark cathedral area. Walk to your left and around the curve to come out on a seemingly dead-end ledge. It's not. A hidden grapple point swings you across to another balcony.



Swing over to the second platform and gain the Life Increaser.

On the new balcony, search the right side for another hidden grapple point (you can see the glowing Life Increaser in the background). Swing over to the Life Increaser, then take the new door to the dwerger workshop.

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The game's longest battle starts with a few dwarfger workers.

Where the dwarfger battle in the main lobby might have been the most profitable (mostly due to the number of dwarfgeri you could kill with minimal risk), the dwarfger workshop is home to your *longest* battle. Even boss battles don't last as long—there's only so long you can dodge before the boss will either kill you or be killed. The sheer number of dwarfgeri that spawn in this long room tests your close-combat, ranged, and endurance skills.



Keep the dwarfgeri at bay with your Gas-powered Crossbow attacks.

When you enter, dwarfger workers spawn to your right, farther down the long room. Fire at them with the Gas-powered Crossbow, but also keep an eye behind you. Eventually, a second dwarfger spawn point opens and workers pour out and try to backstab you. Dance around them all, switching to Dual Scimitars when the dwarfgeri threaten to overrun you, then back to your Gas-powered Crossbow.



Advance on the dwarfger spawn points and clean them out one at a time.

To keep a bigger buffer zone, click on Alternate Gas-powered Crossbow for short bursts. An Alternate Gas-powered Crossbow hit instantly obliterates the poor recipient dwarfger, and in about three seconds you can clear up any foes closer on your immediate space. Switch back to normal Gas-powered Crossbow, now with a safety zone to work with, and regenerate some of that lost special ammunition.



The final spawn point before the Gatling Gun spews forth dwarfger captains.

Once you've dealt with the nearby workers, advance on the room. Weave to your left and right as you lay more and more fire into the emerging spawn points. The dwarfger group at the midway point contains dwarfger warriors. Work back and forth to avoid the thrown warrior axes.



It's a trap at the Gatling Gun table!

Continue to the room's final section. The last spawn point generates dwarfger captains, which are the strongest enemies of the bunch. Dodge the grenade blasts and trigger your Alternate Gas-powered Crossbow to kill them faster.

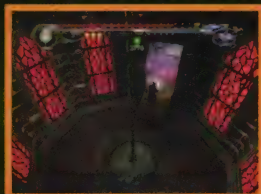


You need the Gatling Gun's firepower to fend off the remaining dwarfgeri.

Finally, you have the Gatling Gun—but it's not over. You gain the gun (switch over to it from the Gas-powered Crossbow), but dwarfgeri spawn all around you. Mow down the closest ones with the Gatling Gun, and slide along the wall until you can gain open space. Whatever comes at you, feed them the rapid-fire Gatling Gun and let them choke on a few shells.

The last spawn point dwindles before your ammo is spent. Jump on the elevator and ride it to the ballroom entrance.

The Ballroom



Knock on the door with your Gatling Gun and say hi to the lightning wraiths.

The elevator brings you into a circle room with a single door. The door is reinforced and tricks you into thinking your Gatling Gun doesn't work. Fire at the door from the elevator and the bullets bounce off. You need to stand right up next to it and blast away to get through.



Take "charge" and blast the wraiths before they fry you.

You may wish you hadn't. Lightning wraiths congregate inside and charge up as soon as you show your face. Their lightning beam attack causes a lot of pain, so dodging it is your number-one priority. As with the ice wraiths, keep your distance and crank the Gatling Gun when you have the opportunity.



Recover the Life Increaser on the balcony ledge.

Wait until all the lighting arcs die down and no ghostly wraiths float around, then retrieve the Life Increaser from the side balcony. Before you exit on the right side, search for a hidden grapple point that activates a large power glyph dump.



It's anything but the dumps at the ballroom exit.

Torture Chamber



Imprisoned, the fell spirits cannot do anything to you, but you may have to fight anyway if you want the Ammo Replenisher.

Depending on your life status and state of mind, you can breeze through the torture chamber if you like. The fell spirits inside their cells can't do anything to you there. However, the one in the leftmost cell sits on an Ammo Replenisher. If you want it, you have to fight for it.



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The Bedrooms



Heads up, or should we say "down," when the fire wraith lets loose.

The last of the wraiths, the fire wraith, torches your plans for an easy walk through the bedrooms. The devastating heat beam deals 24 points of damage every second you're inside. We've heard of dry cleaning your clothes, but you want no part of this heat.



Though the tight quarters, shift around the bedroom to shell the fire wraiths.

The fire wraiths spawn around the beds and circle the small chambers. Because of the tight space and difficult camera angles (due to the many obstacles in the tight space), roll into the middle of the room and fire at the wraiths with the Gatling Gun. Your dodge may be less effective due to the furniture in your way. Try rolling back in forth between two points and getting the wraiths to fire where you once were.



The three lightning puzzles unlock the Easter Egg pedestal at the blood pool.

Grinding out the bullets in the Gatling Gun puts enough holes, even in the ethereal wraiths, to quiet down the area. Examine the glowing blue stone in the first bedroom's wall. Load up your Alternate Lightning Gun and jam it up close to the glowing stone. Fire to energize it.

Repeat in bedrooms number two and three. If any fire wraiths appear, deal with them the same way as the others, taking note of the furniture placement so you can perform your dodges. The last lightning stone rises up the hidden Easter Egg pedestal from underneath the blood pool. Unite the Easter Egg with its pedestal and you're on your way to the Challenge #3.

Challenge #3

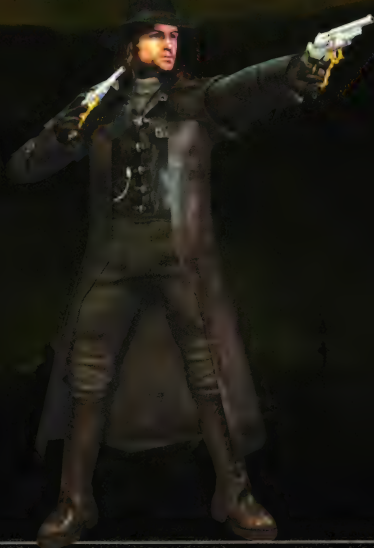


As the blood fills the chamber, jump higher on the platforms.

This Easter Egg unlocks Challenge #3, "Blood Bath." Much like the pool you're standing in when you travel to the challenge dimension, you try and outrun a filling blood pool that threatens to drown you.

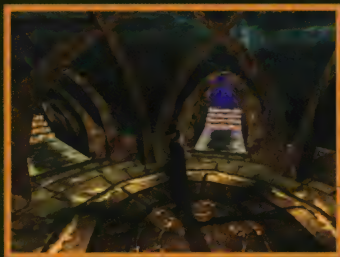


Stay alive for 55 seconds and a grapple point appears to take you to your reward.



MISSION 11: ASSAULT ON CASTLE DRACULA

At the start of the challenge, turn around and survey the platforms. Jump on the one to your left, and from there continue up the series of ledges, hitting the next closest one. Jumping straight won't do it, though. It's hard to control where you want to jump and you can't get the angle right on some jumps. For the long jumps, the trick is to wall jump up and out, then back in toward your target. This way you can see where you want to jump and guide yourself to a safe landing on the middle of the platform. As you exit, pick up your first reward, the Wraith Skin cheat glyph. It's in front of the challenge portal, then claim the Rifle in the Challenge Hub Center.



The ultimate weapon, the Rifle, awaits you as you leave the challenge hub for the final time.

Continue climbing up the platforms. You have to land on four consecutive ledges to rise high enough to stay a step ahead of the blood. After 55 seconds, a grapple point appears. If you've jumped high enough, you have just enough time to shoot up out of the challenge before the blood wets your boots.



Look for the series of grapple points to carry you up to the bridge.

First Bridge



Don't let the first set of living statues catch you with your Scimitars down.

Your grappling hook jets you toward a door that leads out onto the Black Bridge, the final obstacle before Dracula's tower. Three sets of living statues guard the bridge. By now you should recognize them as enemies rather than ornamentation. Even so, approach with caution. You don't want them to animate and swing for a big hit, or send a shockwave in your direction.



The second living statue pair activates when the first one crumbles.

Step forward a bit, just enough to start the living statues in motion, then barrage them with Alternate Gas-powered Crossbow fire. When they get close, fend them off with Alternate Shotgun power (if you still have ammo left) or Dual Scimitars. Avoid running across the bridge and causing the other living statues to animate.



Defeat the third living statue pair and claim the Life Replenisher prize.



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Stick to battling one set at a time. When the third set finally gives way, look for a crack in the bridge on the left side (about halfway up the first bridge section). Slide off this crack and land on a small ledge beneath the bridge proper. Scoop up the extra Life Replenisher. You may need it in the coming battles.

Second Bridge



Aleera pesters you relentlessly until she leaves you a rotting husk.

All that remains is one final demon with a fiery temper and fireballs to back up her anger. There's no chance of sitting this one out, so take your best game into the second bridge arena and slug it out.



Swipe at Aleera with your Scimitars.

Aleera flies at you, hoping to exploit your slow reactions. She loves to tackle you and spin you around in the air, leaving you lacking your hat and a chunk of your life. When she soars out of the picture, it doesn't get much better. She either hurls a series of fireballs at you or bombs some meteors down at you from the sky. The end result is seldom without pain.



Even after you defeat her, Aleera won't go out gracefully.

Stop all this with some well-placed shots. Dodge enough to discourage Aleera from flying straight at you, then wait for the gap in her attacks to return fire with Alternate Pistols. If you completed the fifth challenge and own the Rifle, the battle goes much quicker. After 14 shots with the Rifle, it's bye-bye bride. Compared to other fights, 14 shots feels like a warm-up exercise.



A final stake through the heart ends the last bride's existence.

Whether you use Alternate Pistols or the Rifle, smart dodges combined with flurries of gunfire will destroy the demon. Your bullets, however, aren't the final straw. As your final wound hits, the game plays a cutscene that shows Van Helsing skewer the demon bride with a stake. Dracula has run out of champions to protect him. It's you or him next.



DRACULA'S DEMISE

Mission Objective

Success can only be achieved through Dracula's destruction. Breach the Devil's Tower and free us from his evil once and for all.

Key Goals

1. Gain the Alternate Gatling Gun for extra firepower.
2. Free Frankenstein from the Devil's Tower.
3. Destroy Dracula once and for all.

Monster Chart

Location	Spawn #1	Spawn #2	Spawn #3	Spawn #4
Membrane (Broken)	Lightning Wraiths	—	—	—
Devil's Tower	Greater Pygmy Bats	Greater Pygmy Bats	—	—
Membrane (Broken)	Greater Pygmy Bats	Greater Pygmy Bats	—	—
Dracula's Lair	Dracula	—	—	—

Weapons and Items

Location	Weapon	Life Incraser	Life Replenisher	Ammo Replenisher	Speed Boost	Glyph Dump
Membrane (Unbroken)	Alternate Gatling Gun	—	—	—	—	—
Devil's Tower	—	—	—	—	—	—
Membrane (Broken)	—	—	—	—	—	—
Dracula's Lair	—	—	—	—	—	—

Cheat Glyphs

Location **Cheat Reward**

There are no cheat glyphs in this mission.



Weapon of Choice

The Rifle. Assuming you completed all five challenges, your reward, the Rifle, can blow lightning wraiths away with a single shot and put a big hurt on Dracula. It takes a while to reload, but you'll be doing so much dancing that you won't notice.

Mission Boss Dracula



Life Points: 1,700

Strongest Attack: Ice Ring
(20 damage)

Resistances:

Pistols (-50% damage),
Shotgun (-50% damage),
Gas-powered Crossbow
(-50% damage), Alternate Tojo
(-50% damage)

Vulnerabilities: Alternate

Pistols (+100% damage),
Alternate Gatling Gun
(+100% damage), Dual
Scimitars (+50% damage),
Alternate Scimitars
(+50% damage)

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Membrane (Unbroken)



The membrane stretches closed on your first trip to the room.

Dracula won't come out and play right away. You have to force his hand by freeing Frankenstein and putting a serious thumping on his pet bats. Even then, he'll fight only on his home turf, in his lair, where the master vampire knows every nook and cranny.



Lightning wraiths seek to barbecue your behind.

Alas, you start out a little tamer with several lightning wraiths in the membrane room. Because you've fought a number of wraiths to this point, you should be accustomed to their attack patterns and vulnerabilities. When you see the lightning wraiths shake before their lightning beam attack, dodge and roll to a position behind the nearest one. If you've acquired the Rifle, a single shot blows a wraith to pieces. With more conventional means, a dozen bullets in the back with the Gatling Gun should do the trick.

For lightning protection, hug the winding staircase wall.



Sometimes the wraiths hang up top and don't float down to the membrane floor. They're more difficult to fight this way. They can see you, while you can't see them. Fire continuously with the Gatling Gun or Alternate Gas-powered Crossbow as you climb the stairs. Stop at each landing to see if you can scout out the hovering wraiths and get in better position. When you get assaulted with an overwhelming amount of lightning, use the stairs for cover. You can usually keep lightning beams from striking you directly as long as the wraith attacks from below you.



The Alternate Lightning Gun opens the Alternate Gatling Gun storage cubicle.

Slay all the wraiths and take the middle stair platform to the barred door on your left. Charge up your Alternate Lightning Gun and juice the power stone in the wall. Walk inside and recover the Alternate Gatling Gun. If you don't have the Rifle, this will suffice for big damage.

Devil's Tower



Rescue Frankenstein from his prison atop the Devil's Tower.

Your next task involves freeing Frankenstein from Dracula's clutches. In a cutscene, you sever Frankenstein's bonds to Dracula's machines and help him escape the infernal trap. He tells you that the only way to destroy the bats now pouring out of the tower core is to defeat the master himself.



Greater pygmy bats spew out of the tower core.

MISSION 12: DRACULA'S DEMISE

First, though, you have some bats to handle. The greater pygmy bats swarm and swarm. You can hack and slash to your heart's content, but they'll bite and scratch and bite some more until they take you down. You don't have much room on the tower top to move.



You can't kill all the bats up top. Eventually, you need to fight them on the level below.

Drop down to the lower level and fight where you have more room. Dodge and weave through the flying bats and pelt them with Gas-powered Crossbow bolts. Don't worry about collecting power glyphs at this point—there's nothing left to buy before your fight with Dracula—but roll through any area with a life glyph to heal some.

Dodge three times in a row to dislodge a bat stuck to your back.



With some quick movements and a lot of bolts, you can get through the horde. You know it's over when your aim targets the plentiful bat flock in the sky. You can shoot at them all you like, but you can't hurt them way up there. Only Dracula's death prevents them from ravaging the land.



When the last greater pygmy bat drops, your Gas-powered Crossbow targets the invulnerable bats in the sky.

Your reward for all that hard work is the soothing calm of an empty tower landing. Enjoy it for a moment and then head down the stairs to the membrane room again.



Descend to the membrane room a second time.

Membrane (Broken)



Enter the membrane room swinging.

You should have the attack plan memorized by now. More greater pygmy bats swirl around the membrane as a last line of defense to Dracula's Lair. Either fight them on the stairs, which limits their dive bombing and your dexterity, or flip down to the bottom and fire your Gas-powered Crossbow as you circle the membrane area. Now that the membrane on the floor has been broken, you can jump into the center of the room at any time and trigger the final battle against Dracula.



More pygmy bats beat their wings for a chance to beat you.



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Dracula's Lair



You thought the other incarnations of Dracula were scary?

Ready for the end? Dracula reveals his Hellbeast form in his lair, and it is a sight to behold. His wing span stretches most of the hall and his attacks can strip half your life in a single barrage, so you'll need all your skills for this battle. No monster in *Van Helsing* proves as fearsome as the mighty vampire lord himself!



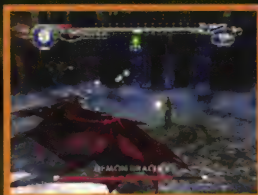
Dracula's attacks are fierce, furious, and usually final.

Dracula dives in and engages in melee as soon as the encounter begins. If you don't dodge immediately, he'll get in a couple of cheap shots. Dance around the arena for a few seconds, learning the ins and outs. For instance, don't get caught in the stone grooves on the room's far side. If you're rolling and get snagged there, Dracula's attacks land and obliterate that nice trench coat of yours.



The Rifle puts sizable holes in Dracula as long as he doesn't crowd you.

When Dracula takes to the air, roll to the opposite end of the arena. This gives you a half second longer to react to a dive or sudden attack. Plus, if he gives you a breather, you can safely return fire from the opposite side. In general, when Dracula moves, you have a chance to fire a short burst (ideally, a single blast from the Rifle), unless his movement takes him right at you.



Fire at Dracula only when he's moving and not attacking.

His attacks remain varied and unpredictable. He can brush you back with the shockwave, but if you're moving well, he won't get this off often. His ice columns strike multiple times and hound you for several seconds. Keep dodging each column and squeeze off a shot or two if you know you're ahead of the damage. His most troublesome attack is his ice projectile stream, which fires ice balls that curve and follow you wherever you move. The only way to avoid the attack is to dodge in a circular pattern around a good portion of the arena and not worry about a counterattack.



Alternate Pistols do the job if you don't have the Rifle.



MISSION 12: DRACULA'S DEMISE

When you feel comfortable with your defense, think about offense. The Rifle makes the most sense. A single shot deals 100 damage, and the reload time doesn't really matter because you'll be dodging during that time anyway. If you don't have the Rifle, rely on the Alternate Pistols to fire off several damaging shots between defensive maneuvers.



Dracula lets you think he's dead. Surprise, you have one more fight left!

In the end, it comes down to your will versus Dracula's. You must have the patience (and speed) to dodge his attacks and fire when you see a small opening in his defenses. If Dracula folds up his wings and stomps toward you, run the other way; he is completely invulnerable in this defensive shell and is only setting up a nasty counterattack. Otherwise, break out the heavy hitters—the Rifle, the Alternate Pistols, even the Alternate Gatling Gun—and let him have it.

Use everything in your inventory to win the fight. Pop a Life Replenisher when your life drops below a quarter. It's only fair because Dracula starts out with 1,700 life to your maximum of 200. Whenever your ammo goes low, especially with the Alternate Gatling Gun, click on an Ammo Replenisher. With all the defensive actions and counterattacks, a Speed Boost can accelerate your chance for victory.

Unbelievably, you persevere and slay the vampire lord after a lot of "practice rounds" while you learn his tactics. When you land the final point of damage, a cutscene shows Dracula down but not defeated. Van Helsing thinks he killed the vampire, but Dracula rises to fight again. Except, Van Helsing transforms into a werewolf and rips the vampire's throat out.



Only in werewolf form can Van Helsing truly kill the vampire lord.

Anna and Frankenstein arrive, and the princess sacrifices herself to give Van Helsing the werewolf antidote. Though you killed her in your bloodlust and rage, Anna forgives you as she departs heavenward with the other spirits in her family. The curse has finally been lifted after four centuries.



Anna dies giving you the antidote to the werewolf curse. As a parting gift before she ascends to heaven, Anna forgives you.



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